NOBUNAGA'S AMBITION®

RISE TO POWER

TEEN
T
CONTENT RATED BY ESRB

KOEI®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Contents

Using the Controller 4
Basic Controls...4 / Help...5

Starting a Game 6
Game Start...6 / Start Menu...6 / Starting a New Game...6

New Features 8
Unite the Land As a Daimyō...8 / Conditions for Uniting the Land...8 /
Game Progresses In Full 3D...9 / Strategy -The Art Of Creation...10 /
Battle - The Art Of Destruction...11 / Fame & Daimyō Ranking...12 /
Roads & Fiefs...12 / Using Officers...13

Game Screens 14
Strategy Screen...14 / Fief Info...15 / Main Map...16 / Fief Map...17 / List...17 /
Field Battle Screen...18 / Siege Battle Screen...19

Facilities & Structures 20
Building Facilities...20 / Facility Compatibility...20 / Confirming Available Space...20

Strategy Phase 26
Strategy Phase Game Flow...26 / Giving Orders...27 /
Watchtowers & Checkpoints...28 / Factors Determining a Fief's Income...29

Strategy Commands 30
Executing Strategy Commands...30 / City...30 / Military...34 / Negotiations...37 /
Tactics...39 / Personnel...41 / Culture...43 / Info...44 / Other Commands...44

Battles 46
Field Battles & Sieges...46 / Victory Conditions...46 / Dealing with Prisoners...47 /
Battle Flow...47 / Fortresses & Towers...48 / Unit Abnormal Status...49 /
Destroying Structures...49 / Weather Conditions...49

Battle Commands 50
Executing Battle Commands...50

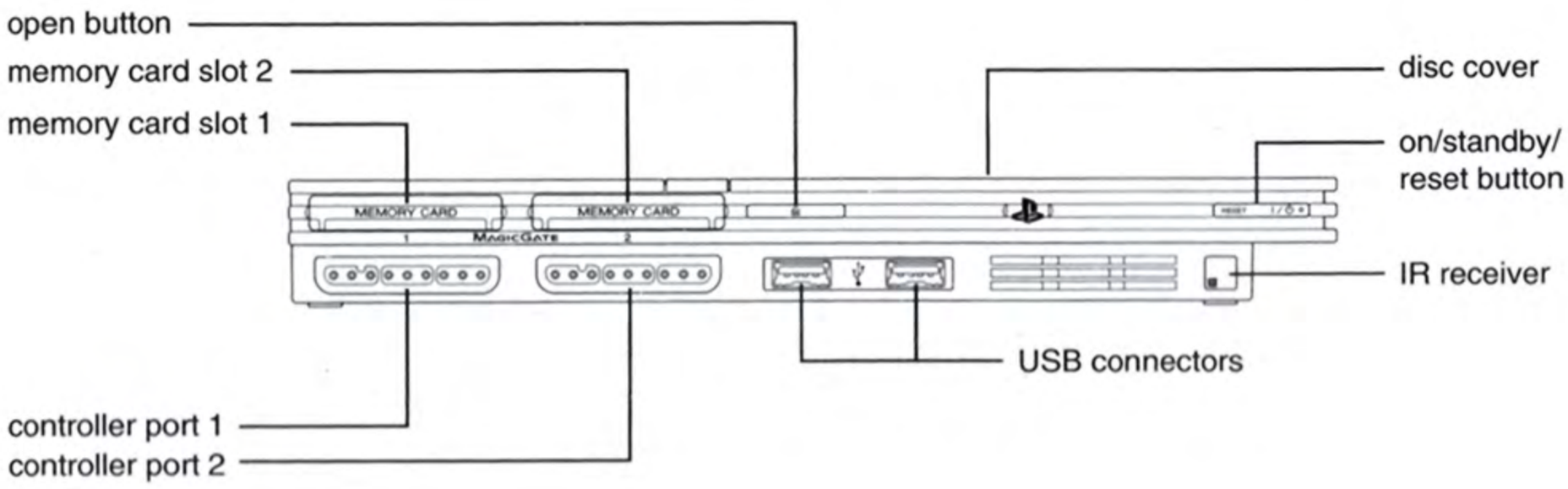
Warranty 53

*Screenshots taken from the development version of the game.

Music Composer
Kosuke Yamashita

Artists
Bamboo Flute : Gazan Watanabe
Flute / Nohkan : Rio Tosha
Koto : Atsuko KidaBiwa : Tomoka Nagasu
Shamisen : Chizuko Yamazaki
Taiko Drums : Ritsuko Nasu

Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Nobunaga's Ambition®: Rise To Power disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

Using the Controller

Basic Controls

DUALSHOCK®2 analog controller

This game can also use the DUALSHOCK® analog controller. The digital controller is not supported. This game only uses controller port 1.

L2 button
[Strategy] Advance (End Turn)
[Battle] Turn Unit Icon & Enemy Unit Icon on/off
[List] Turn page

L1 button
[Strategy] Change Fief
[Battle] Select all units
[List / Other] Change Information

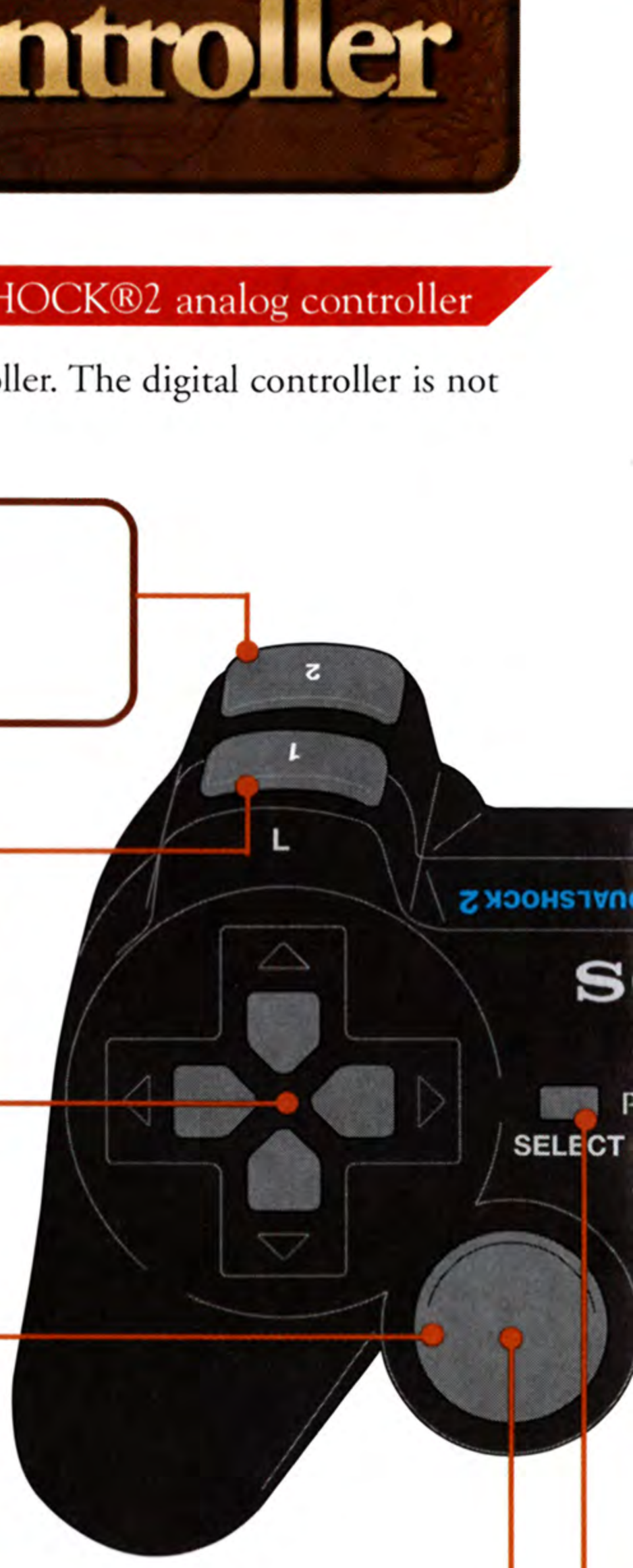
Directional button — **Move Cursor**
[Battle] Up/Down = Select/Unselect Unit Icon
Left/Right = Move Unit Selection Box

Left analog stick — **Move Cursor**
[Strategy] Scroll Fief Map
[Battle] Move cursor on Field Battle / Fief Map, Select Battle Commands

L3 button
[Strategy] Display Fief Map
[Battle] Display Unit Info

SELECT button
Display Menu Commands
Select Function

LED button
The analog LED will remain on the entire game.
*The game will start in ANALOG mode. You cannot change this with the ANALOG mode button.



*The L3 and R3 buttons can be accessed by pressing down on the left and right analog sticks.
*The vibration function cannot be turned on or off with the ANALOG mode button. You may set the vibration function within the Options menu (P.45).

R 2 button
[Strategy] Switch to daimyō's castle
[Battle] Hold down with directional buttons = Move Unit Icon by group
[List] Turn page

R 1 button
[Strategy] Change fief
[Battle] Hold down with,
Directional buttons : Select additional unit with the Unit Icon
⊗ button : Select additional unit from the Field Battle or Fief Map
L1 button : Form a group with units
[List] Change information

△ button
Return / Cancel
[Strategy] Fief View, Display Strategy Commands

○ button
[Strategy] Display Main Map
[Battle] Set Unit Objective
[List] Sort

⊗ button
Confirm
[Battle] Select a unit from the Field Battle or Fief Map

□ button
[Strategy] Display Fief Info
[Battle] Display Battle Commands
[List / Other] Select multiple items

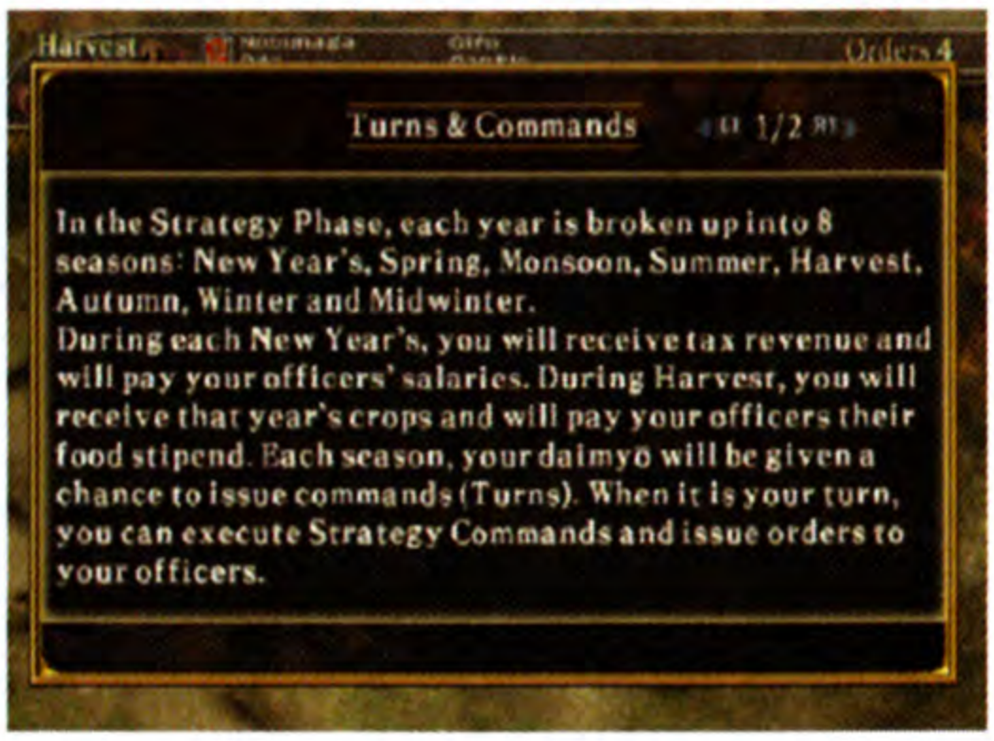
Right analog stick
Up/Down = Zoom in/out
Left/Right = Rotate Camera

START button
Display Help
[Battle] Pause

R 3 button
[Strategy] Center Camera
[Battle] Turn Unit Troops /Morale display on/off

Help Display

By pressing the START button during the game (not including battles), you can view a help screen that will give advice on the screen, list or map that you are currently looking at. Selecting a topic and pressing the ⊗ button will display detailed information about it. When there are multiple pages, you can scroll through them by using the L1 and R1 buttons. Pressing the ○ button will exit the Help function and return you to the previous screen.


Harvest
Orders 4
Turns & Commands
1/2
In the Strategy Phase, each year is broken up into 8 seasons: New Year's, Spring, Monsoon, Summer, Harvest, Autumn, Winter and Midwinter.
During each New Year's, you will receive tax revenue and will pay your officers' salaries. During Harvest, you will receive that year's crops and will pay your officers their food stipend. Each season, your daimyo will be given a chance to issue commands (Turns). When it is your turn, you can execute Strategy Commands and issue orders to your officers.

Starting a Game

Game Start

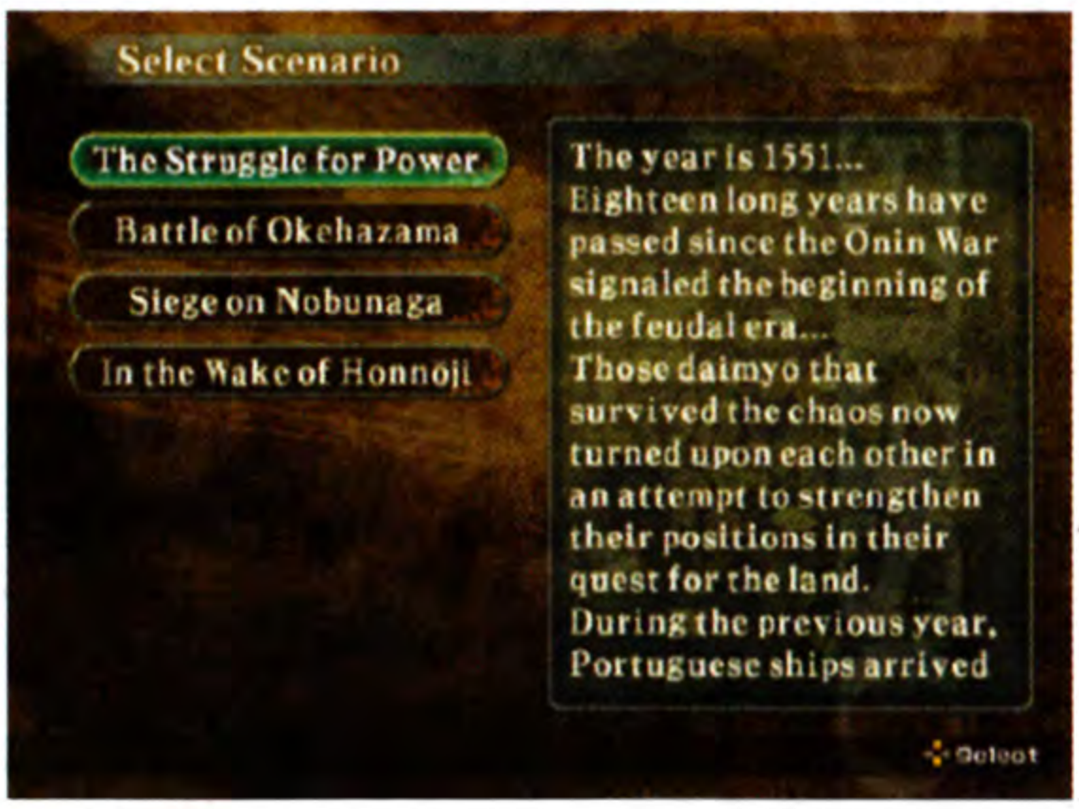
1. Insert a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1.
   * A memory card (8MB)(for PlayStation®2) is required in order to save game data. At least 1,764KB of free space is necessary to save. For more details on memory cards, please refer to the console's instruction manual.
2. Turn on the power of your PlayStation®2 console and insert the game disc.
3. The game will start up and the opening sequence will play. Once the opening has finished, or if you press the ◉ button, the Title Screen will be displayed.

Start Menu

Pressing the START button at the Title Screen will bring up the Start Menu.

Load Game	Load saved data and resume a previously saved game.
New Game	Start a new game.
Tutorial	Learn how to play the game.
Create Officer	Create an officer and use them within the game
BGM Gallery	Listen to the music within the game.
Options	Set the game settings (P.45).

Starting a New Game

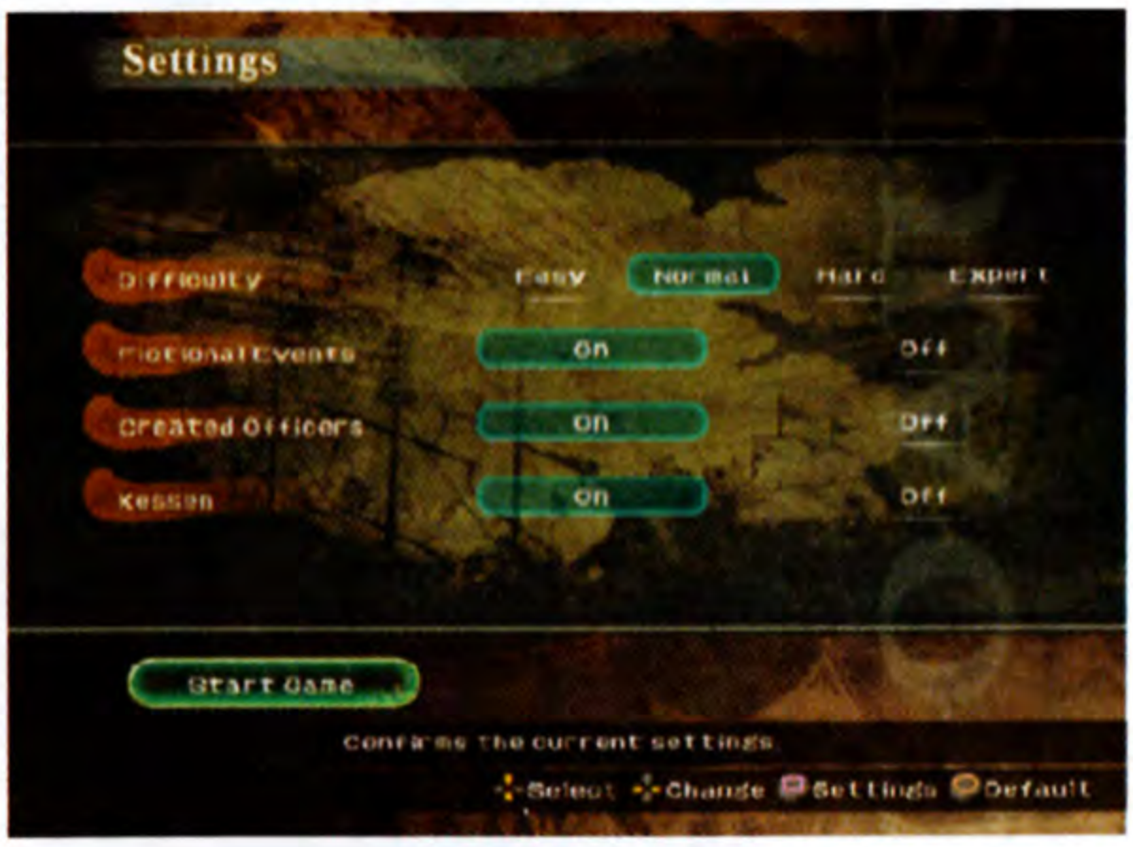

Select Scenario
The Struggle for Power
Battle of Okehazama
Siege on Nobunaga
In the Wake of Honnōji
The year is 1551...
Eighteen long years have passed since the Ōnin War signaled the beginning of the feudal era...
Those daimyo that survived the chaos now turned upon each other in an attempt to strengthen their positions in their quest for the land.
During the previous year, Portuguese ships arrived
Select

1 Select a Scenario

Selecting [New Game] from the Start Menu will bring up the Scenario Select screen. By choosing a scenario with the cursor, you can see an explanation of it. Pressing the ⊗ button will bring up the Daimyō Select screen.

❷ Select a Daimyō

Select the daimyō you wish to play as. Selecting a fief with the cursor will bring up various information such as the difficulty level. Press the ✕ button to select a daimyō and the game will proceed to the Game Settings screen.
By pressing the ■ button, you can watch the game on Autoplay. To end Autoplay, press and hold the START button on the Main Map screen, select a daimyō and end the game.



❸ Game Settings

Set the game settings such as difficulty level. You cannot change these settings during the game. Use the left and right directional buttons to change the settings. Press the ■ button to bring up the Options screen (P.45). Finally, select [Start Game] to begin playing the game.

Setting	Value (Default setting in red)	Contents
Difficulty	Easy / Normal / Hard / Expert	Set the game's difficulty level.
Fictional Events	On / Off	Set whether fictional events will play or not.
Created Officer	On / Off	Set whether created officers appear or not.
Kessen	On / Off	Set whether there are Kessens or not.

Hint — *When you're in need of assistance*

What difficulty level should I choose?

If this is your first time playing, you should choose [Easy] or [Normal]. Be sure to pick a daimyō that has a difficulty level of [Easy]. Especially on [Easy], the computer-controlled daimyō will not use many plots and will not invade all that often, allowing you more time to focus on building up your cities and not fighting troublesome battles. The enemy will also make mistakes during battle, allowing you some leeway when fighting.

On the other hand, selecting [Expert] means the computer will not make such careless mistakes and the speed at which it invades will increase, so if you take your time building up your city, then you will find yourself as a minor daimyō in danger of being swallowed by large empires in no time. If you are experienced in fighting battles, then select [Hard] or [Expert], but if that is too difficult, then select [Normal] and enjoy playing through the game at a leisurely pace. Finally, when first playing the game, be sure to remember to press the START button to bring up the Help screen. You might find some useful hints on how to play the game.

New Features

Unite the Land As a Daimyō

Various daimyō divided the country of Japan into multiple fiefs and each of them struggled for power. You will assume the role of one of these powerful warlords and lead your daimyō's clan in an attempt to expand your influence. Your ultimate objective is to unite the nation under your rule. Of course, the weak will be swallowed by the strong. Whether you can display shrewd strategy and defeat your rivals is entirely up to you.

Control a Daimyō Clan

You are in control of a single daimyō clan. Each clan has a number of provinces and officers under its control. Each fief has a castle as well as officers stationed there. Fiefs located where the daimyō does not reside are controlled by Governors (P.41). Fiefs can be developed using the City command, and you can obtain more fiefs by winning Siege Battles.

Conditions for Uniting the Land

Uniting the Land	Game Over
If you can achieve either condition, then you will win the game.	If you achieve either of these conditions, then you will lose and the game will be over.
Bring all of the fiefs on the map under your control. Rule over all of the other fiefs on the map.	Lose all of the fiefs under your control. Your Daimyō dies when you have no remaining kinsmen. The game reaches the year 1700.

*Even if your daimyō dies, you can continue playing the game if there is a surviving kinsmen still alive.

The Strategy Screen allows you to see the development of your cities

This is the fief that your daimyō will be in control of. This is where most of your domestic policy will be issued from. Domestic policy allows you to build Facilities, as well as develop them. The more they are developed, the more structures they are able to hold. In addition, the development of the Facilities will affect the development of your castle. Both the castle and the surrounding town are rendered in full 3D. The more the town develops, the better your castle will become.

Siege Battles take place on the same map as the Strategy Phase

When you attack another daimyō's fief, or if one attacks you, then the game will switch to the Battle Phase. Battles are made up of [Field Battles], which change into [Siege Battles] if you are victorious.

Siege Battles use the same map as the Strategy Phase and structures that are made during the Strategy Phase can be destroyed. If you win a Siege Battle, then that fief will be added to your territory. If you capture an enemy officer during battle, then you can also get them to join you.

Rebuild the fief

When you get a new fief, you can build it back up during the Strategy Phase, allowing you to build up even more troops and increase the size of your army, which allows you to set your sights on the next fief. The game progresses in this way between the Strategy and Battle Phases.

Game Progresses In Full 3D

Hint — *Where do these guys come from?*

How can an officer that's not in the fief I invaded join the attack?

The battles in Nobunaga's Ambition allow you to send officers from multiple castles to a single battle. Your Daimyō Ranking determines the distance from which your fiefs can participate. For more details, please refer to the explanation on marching (P.12). Therefore, if you quickly move to attack a fief because it looks like it has few troops, you could be making a big mistake. Be sure to check the surrounding fiefs as well with the [Tactics] and [Spy] commands (P.39). This goes for enemies as well as your own. If the enemy attacks one of your fiefs that is weak, you can send troops and officers from a fief that has more. Of course, you can always send troops and supplies using the Military command [Transfer] (P.36).

Strategy - The Art Of Creation

Design your own city (P.30)

Building and developing facilities with the Build and Develop commands - that is the Strategy Phase of Nobunaga's Ambition. By placing Farms near rivers, and placing Markets near large roads, your city will develop rapidly. Changes can be monitored by the numbers displayed and also by the appearance of the fief.

Various Facilities & Structures (P.20)

Basic facilities such as Farms, Markets and Garrisons can be built in any fief. However, the other 11 types of facilities are specific to particular fiefs, meaning the number of facilities you can build from the beginning of the game is limited. By forming alliances or marriage alliances with other daimyō, entering into protectorates with them, or by taking new fiefs in battle, you will be able to build new facilities that you could not build before.

Building Castles

You cannot directly develop your castle. It will automatically be upgraded as the level of development of your fief increases. The Agriculture, Commerce, Culture and Foreign ratings all have an effect. If you develop your fief, then your castle will be upgraded in due time.

Troops increase automatically (P.21)

If you have a Garrison within your fief, then the number of troops you possess will automatically increase until you have reached the maximum number of troops allowed. If you develop your Garrisons, then the max number of troops will also increase, and by developing your Farms, the number of Fields and Paddies will increase, enabling you to use the [Draft] command.

You can engage in multiple negotiations (P.37)

You can negotiate multiple times with other daimyō or the Imperial Court with just one command, meaning you do not need to send a messenger each time you wish to negotiate. Therefore, you can improve relations with another daimyō and request an alliance with them all in the same turn.

Tactics are carried out automatically by ninjas (P.39)

Tactics that you can use against other daimyō are carried out by sending ninjas to their fiefs. As long as the ninja is not discovered by the enemy, then you can continue to perform the same tactic multiple times.

Destroying structures in battle (P.49)

The battles in Nobunaga's Ambition enable you to destroy fortresses, castles, watchtowers and the fief's structures. In Field Battles, you can attack the enemy's fortresses, and if successful, the watchtower will be destroyed. Additionally, during sieges you can destroy the enemy fief's structures and the area surrounding the castle. By destroying structures, not only will the fief's level of development decrease, but it will also weaken the castle's defenses. You may also find rare items or obtain gold and food.

Attacking fortresses and towers is the key to battle (P.48)

Fortresses within Field Battles, and towers within Siege Battles are key structures during battle. Not only do they increase the fief's defensive capabilities, but they also help recover troops and morale. In addition, by occupying the enemy's fortresses and towers, the morale of your entire army will increase. When your army's morale is high, you will be able to use powerful Battle Commands known as Skills to devastate the enemy.

No stress Real-Time Battles (P.47)

The Field and Siege Battles are played out in real-time. However, you will be able to pause the game, enabling you to give orders to each unit with proper strategy. This allows you to take in the entire battlefield without feeling rushed.

Unique skills for use in battle (P.13)

Each officer has Skills that they can use in battle such as Counter, Charge, Confuse or Taunt. The key to winning the battle will to be use each officer's skills effectively and at the proper time.

Field Battles are followed by Siege Battles (P.46)

If the attacking side is victorious in a Field Battle, the game will progress to an attack on the castle. It is also possible that you can immediately win a Siege Battle after a Field Battle.

The latter half of the game is decided with Kessens (P.34)

As the game progresses and you obtain more fiefs, you will be able to participate in Kessens. If you win a Kessen, you will be able to obtain a large number of fiefs in a single battle. You can also turn Kessens off in the Game Settings (P.7) menu.

Fame & Daimyō Ranking

Each daimyō has their own Daimyō Ranking. The rankings go in increasing order: Minor / Major / Warlord / Conqueror / Unifier and are based on the Fame and number of fiefs held by the daimyō. The higher your Daimyō Ranking, the more types of commands you are able to issue and the more facilities you are able to build. Fame can rise by increasing the number of fiefs you control, receiving a high rank or position and by winning battles.

Rank	Fame	Fiefs	Features
Minor	0	1	Can build up to 10 facilities per fief. Can only build Farms, Markets and Garrisons.
Major	5,000	2 (or 44 if Fame is not high enough)	Can build Temple, Colony, Honganji, Smith, and Ranch. Can use the command Tax (P.33) and Court (P.38). Can use Pike during battle.
Warlord	10,000	4 (or 10 if Fame is not high enough)	Can build Plazas, Camps, Districts and Bazaars. Are able to attack Muromachi Palace or Nijo Castle (capital). Can use the command [Declare] (P.35). Can promote retainers to the level of Elder, Provincial Lord, Regional Lord. Can use Cavalry units during battle.
Conqueror	10,000	8 (of 20 if Fame is not high enough)	Can build up to 30 facilities per fief. Can build Shrines and Complexes. Can use the command [Kessen]. (P.34) Can use Rifle units during battle.
Unifier	40,000	16 (or 33 if Fame is not high enough)	You can be appointed to the rank of Shōgun or Regent (via an event).

Roads & Fiefs

Neighboring Relations

Fiefs are connected via roads and waterways. For fiefs that are connected via roads, they are known as neighboring fiefs. The Military command [Invade] (P.34) will only allow you to attack neighboring fiefs.

Marching

When invading the fiefs of other daimyō, you will attack via roads. Taking roads requires a set number of days to march. Using the [Invade] command (P.34) , you can attack up to two fiefs away. The higher your Daimyō Ranking, the shorter the number of days required to march. If you become a Conqueror or higher, you can attack up to 3 fiefs away, while Unifiers can attack up to 4 fiefs away.

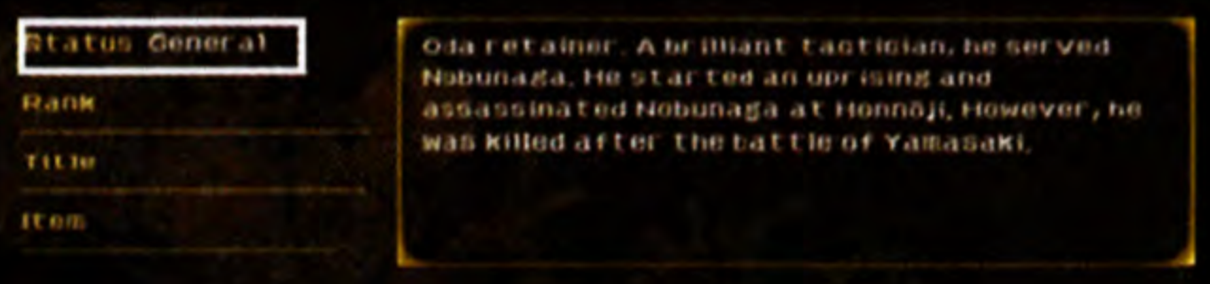
Using Officers

The officers in Nobunaga's Ambition have abilities as well as vocations and skills.

Officer Abilities

Carrying out commands and fighting in battle are influenced by the officer's abilities. Additionally, officers can gain ability experience points when fighting in battle or when carrying out commands. When the officer gains enough experience points, the ability itself will increase as well.

Officer Status


Status General
Rank
Title
Item
Oda retainer. A brilliant tactician, he served Nobunaga. He started an uprising and assassinated Nobunaga at Honnōji. However, he was killed after the battle of Yamasaki.

There are a total of 8 levels of status, in ascending order: Chief, Captain, Lt. General, General, Elder, Provincial Lord, Regional Lord and Daimyō. It will increase as the officer's Deeds increase. However, your Daimyō Ranking must be at Warlord or higher in order to promote officers to Elder or higher. Deeds can be amassed by carrying out commands during the Strategy Phase or by participating in battles. The higher the officer's status, the more troops they can take into battle.

Status	Necessary Deeds	Max Troops (1 squad = 200)	Status	Necessary Deeds	Max Troops (1 squad = 200)
Chief	0	800 (4 squads)	Elder	300	1,600 (8 squads)
Captain	50	1,000 (5 squads)	Provincial Lord	400	1,800 (9 squads)
Lt. General	100	1,200 (6 squads)	Regional Lord	600	2,000 (10 squads)
General	200	1,400 (7 squads)	Daimyō	-*	2,000 (10 squads)

*Daimyō cannot be promoted.
*Cannons and Fieldgun units can only have up to 200 soldiers per squad (up to a maximum of 1,000), no matter what the officer's status.

Officer Skills

Officers that possess Skills are able to perform special attacks during Field and Siege Battles. Depending on the officer's performance on the battlefield, the level of the Skill can increase.

Skill	Effect	Skill	Effect
Counter 1-3	Can use the Skill [Counter] (Strength: Weak to Strong)	Rampage	Increases attack strength and decreases enemy morale.
		Block	Evade enemy attacks.
Charge 1-3	Can use the Skill [Charge] (Strength: Weak to Strong)	Swift	Increases the marching speed of your unit.
		Demolish	Increases attack strength against enemy structures.
Volley 1-3	Can use the Skill [Volley] (Speed: Slow to Fast)	Rally	Can use the Skill, [Rally].
		Calm	Can use the Skill, [Calm].
		Confuse	Can use the Skill, [Confuse].
		Taunt	Can use the Skill, [Taunt].

Game Screens

Strategy Screen

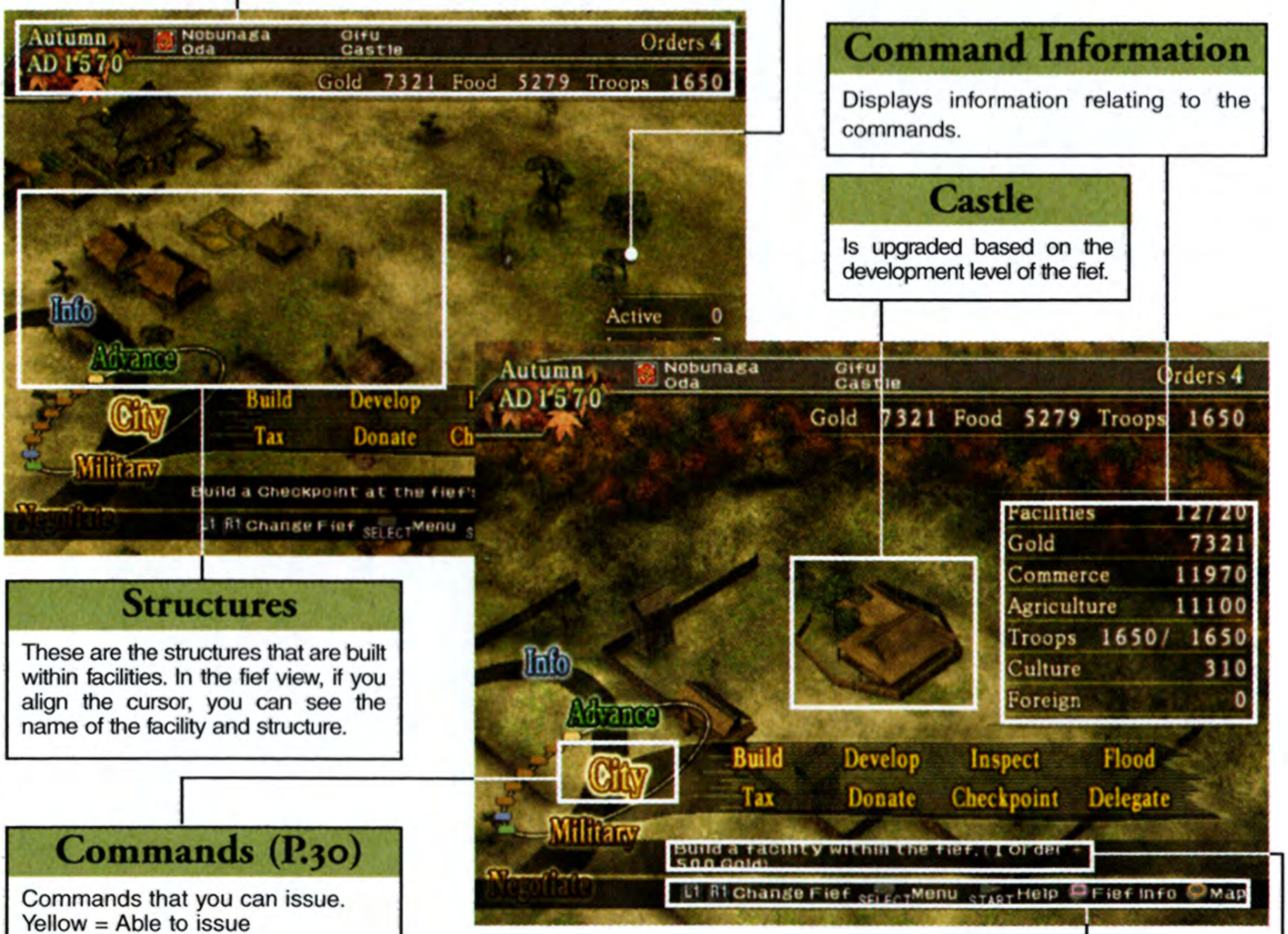
The Strategy Phase takes place on the Strategy Screen. The fief map is the same map that is displayed during Siege Battles.

Basic Info

Displays the current season, governor and fief name, number of remaining orders, the amount of gold/food, and the number of troops.

Fief Map

This displays the status of the castle and surrounding cities. By pressing the L1 and R1 buttons, you can view other fiefs (not including fiefs that are being delegated). Pressing the ◉ button takes you to a view of the fief. If you press the ◉ button again, then you will return to the Strategy Screen. The left analog stick allows you to scroll around the screen.



Command Information

Displays information relating to the commands.

Castle

Is upgraded based on the development level of the fief.

Structures

These are the structures that are built within facilities. In the fief view, if you align the cursor, you can see the name of the facility and structure.

Commands (P.30)

Commands that you can issue.
Yellow = Able to issue
Grey = Unable to issue
Commands where your Daimyō Ranking is insufficient are not displayed.

Controls Guide

Displays the controls for the game.

Mini-Map

Shows a complete map of the fief as well as the castle and facilities. The white box displays the area that is currently being displayed on-screen.

Command Guide

Gives a simple explanation of each command.

Fief View ◉ button

Basic Controls in the Fief View	
Move Cursor / Scroll	left analog stick
Zoom in/out	left analog stick up/down
Rotate Camera	left analog stick left/right

Fief Info

This is displayed by pressing the ● button on the Strategy Screen.

Fief Info

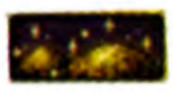
Displays information about the fief.
Facility = Already developed / max number that can be built
Troops = Current number of troops / max number of troops

Remaining Orders

The number of available commands remaining for the fief in the current turn.

Features

Special characteristics of the fief.


Gold Mine

Silver Mine

Hot Springs

Port

Hunting Ground

Harvest / Disasters

Displayed when the fief faces a Harvest or a disaster.

Harvest

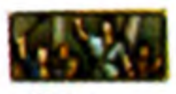
Famine

Blizzard

Typhoon

Plague

Drought


Riot

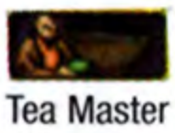
Status

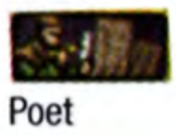
Whether the fief is delegated or not. Additionally, whether or not it is your main base.

Visit

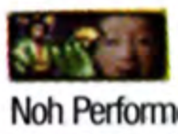
Merchants and other people visiting the fief.

Merchant


Tea Master


Poet

Kabuki Actor


Noh Performer

Facilities

When chosen, displays the facilities that can be built.
○ = Available to be built from the beginning
△ = Facilities that will be available through new fiefs or alliances
× = Unable to build

Daimyō

Selecting this displays information on the daimyō controlling the fief.

Officers

Selecting this brings up a list of officers within the fief. Selecting an officer from the list will bring up the officer's information.

Main Map

Pressing the ◉ button on the Strategy Screen will take you to a map of Japan.

Main Map Basic Controls	
Move Cursor	directional buttons / left analog stick
Select / Confirm	⊗ button
Return Cancel	△ button

Road
Castles within fiefs are connected via roads. Blue lines denote waterways.

Fief Border
Each fief contains one castle.

Crest
A crest surrounded in red denotes your main base. Aligning the cursor with a fief and pressing the ◉ button will change fiefs, pressing the ▣ button will display the fief information, and pressing the △ button will display simple information about the fief.

Switch Fief ⊗ button

By selecting a crest (fief) and pressing the ⊗ button, the screen will switch to the Strategy Screen for that fief. If the fief is one of your own, then you can use the Strategy Commands immediately. If you are viewing another daimyō's fief, then you will switch to the Fief View and can press the ◉ button to return to the Main Map.

Fief Info ▣ button

Selecting a crest (fief) and pressing the ▣ button will bring up the Fief Info.

- ◉ **Fief Info** Information on the fief
- ◉ **Facilities** Selecting this displays information about the fief's facilities.
- ◉ **Daimyō** Selecting this displays information on the daimyō ruling the fief.
- ◉ **Officers** Selecting this displays a list of officers within the fief. Selecting an officer from the list will display the officer information.

Diplomatic Relations

L1 and R1 button

Relations

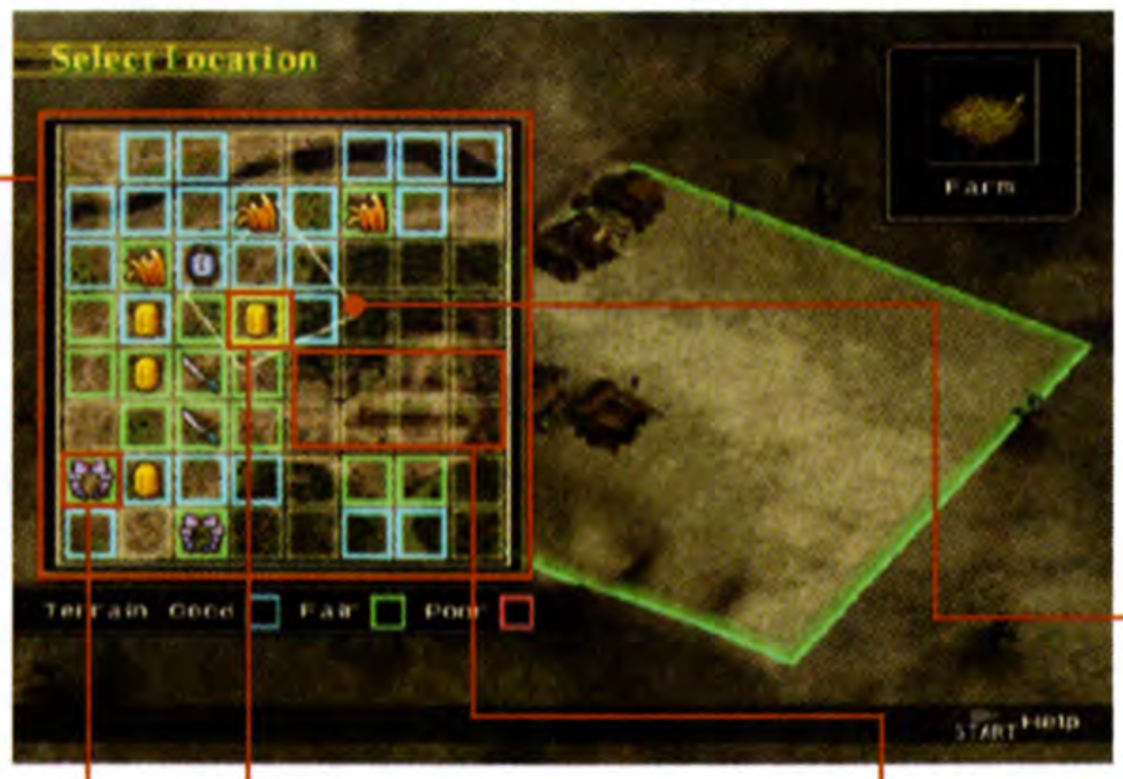
Negotiations / Relations

By selecting a crest (fief) with the cursor, the diplomatic relations with that fief will be displayed. By pressing the L1 or R1 buttons, you can switch to view the Relations between the two daimyō.

Fief Map

By using the [Build] and [Develop] commands within the Strategy Phase (P.30), or by pressing the L3 button on the Strategy Screen, you can switch to the Fief Map.

Fief Map
This is a simple display of the fief in an 8 x 8 grid. Moving the cursor, the area being shown will change. When using the [Build] and [Develop] commands, the color of each square will vary based upon the conditions of the facility.



Fief Map Basic Controls	
Move Cursor	left analog stick
Zoom in/out (white box)	right analog stick up/down
Rotate Camera (white box)	right analog stick left/right
Select/Confirm	◉ button
Return/Cancel	△ button

White Box
The area currently being displayed on the Strategy Screen.

Yellow Box
The currently selected plot of land.

Castle
The maximum area that the castle can expand to. You cannot build facilities within this area.

Facility
Plots of land with facilities already built will display an icon for the facility.

List

If you carry out a command with an officer, or choose the Info command, a list of information will be displayed.

List
Each type of information will be displayed.

Info Displayed
Pressing the L1 and R1 buttons will change the information being displayed.

Page Number
Pressing the L2 and R2 buttons will turn the page.

List Basic Controls	
Move Cursor	directional buttons / left analog stick
Select / Confirm	⊗ button
Return / Cancel	△ button
Sort (arrange by subject)	Select a topic to sort by pressing the ◉ button
Select Multiple	Use the ▣ button to select multiple items and press the ⊗ button to confirm
Show the details of the officer list while carrying out a command	SELECT button
Switch between your daimyō and the others at the Info command list	SELECT button

Field Battle Screen

Field Battles take place on the Field Battle screen. Pressing the START button will pause the battle, although you can still give orders to your units.

Field Battle Map

The main camp, fortresses and units for both the attacking and defending side are displayed. Depending on where the Field Battle was initiated, the terrain of the battlefield may differ.

Field Battle Map Basic Controls	
Move Cursor / Scroll	left analog stick
Zoom in/out	right analog stick up/down
Rotate Camera	right analog stick left/right

Main Camp

There is one main camp for both the attacking and the defending side. These can recover troops and morale. If your main camp is captured by the enemy, then you will lose the battle.

Fortresses (P.48)

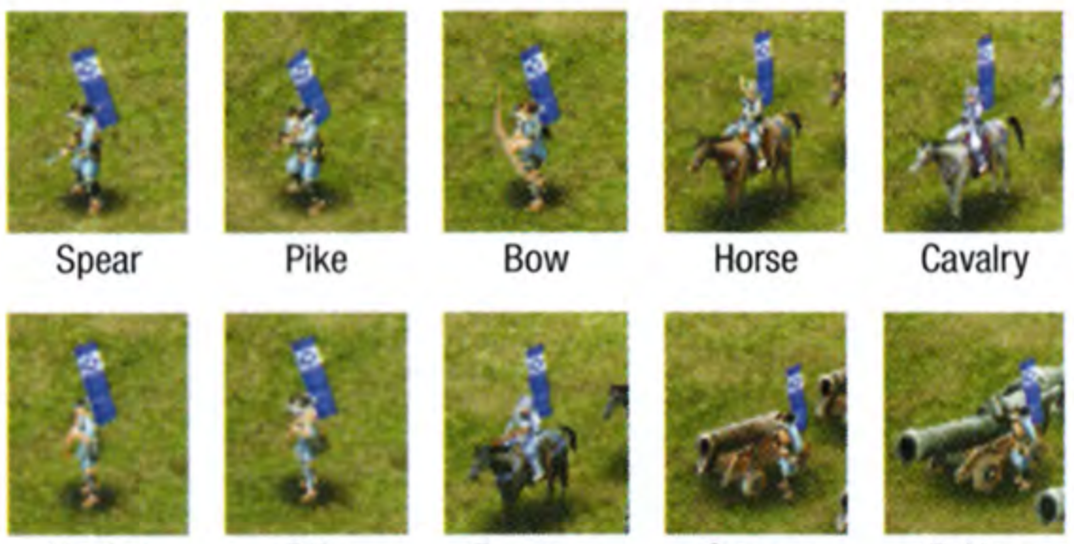
There will be a total of 0 to 6 fortresses, depending on the number of officers participating in the battle (3 for each side).

❶ Battle Information

The current date, weather, number of troops and food (how many days of food remaining) are displayed. The weather may change depending on the time of day.

❷ Unites

You can use the left analog stick to move the cursor and learn an officer's name, and pressing the ◉ button will select the officer. After selecting an officer, aligning the cursor with something and pressing the ◉ button will set that as the officer's objective.



❸ Mini Map

The location of each unit is displayed by color.
Blue = Player
Light Blue = Player Reinforcements
Red = Enemy Main Army
Orange = Enemy Reinforcements
The area displayed within the white box is the area currently being displayed within the Field Battle Map.

Battle Commands (P.50)

Press the ◉ button to bring up the commands. Grey commands are ones that cannot be selected. Use the left analog stick to select a command and press the ◉ button to confirm.

Unit Info

Press the L3 button to make it appear. Blue (lower level) refers to the player. Red (upper level) refers to the enemy. Use the directional buttons to align the cursor with a unit and display information on it.

Siege Battle Screen

Sieges take place on the Siege Battle screen. You can pause the battle by pressing the START button. You can still give orders to your units while the battle is paused.

Fief Map

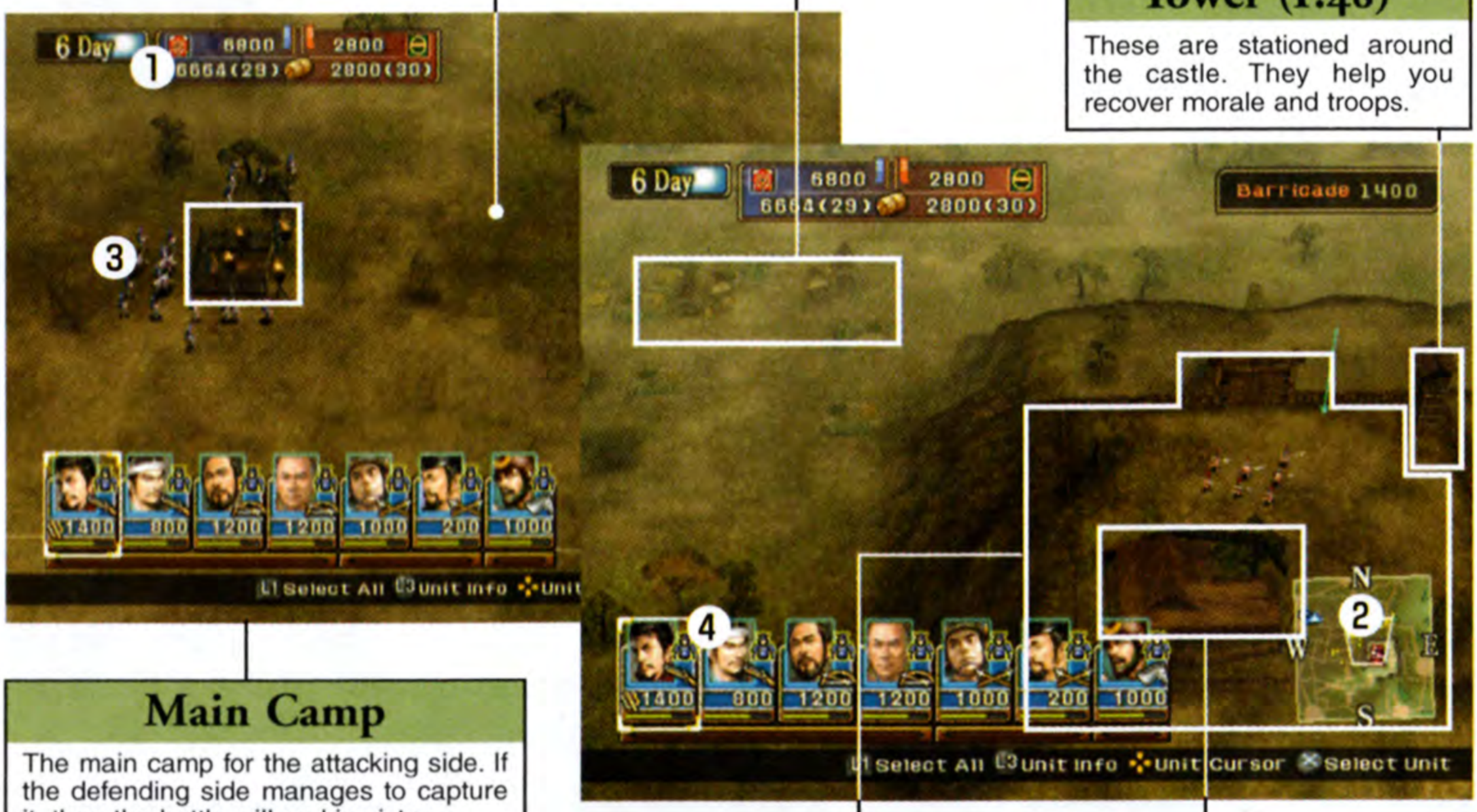
The status of the castle and city, as well as the main camp of the attacking side and the units for both sides are shown. The controls are the same as those for Field Battles.

Structures

These are structures that were created within the facility. You can use the cursor to display the name of the structure. You may also destroy them by attacking them.

Tower (P.48)

These are stationed around the castle. They help you recover morale and troops.



Main Camp

The main camp for the attacking side. If the defending side manages to capture it, then the battle will end in victory.

*Structures, fortresses, main camps, keeps... If you align the cursor with them, you can see what the HP for each one is. If the HP for the structure reaches 0, then you can destroy/occupy it.

Castle Surroundings

You can have up to a three-walled keep. You can also attack walls in addition to the gate.

Main Keep

The main keep for the castle. You can recover morale and troops. If the attacking side captures the main keep, then the battle will end in victory for them.

❹ Unit Icon

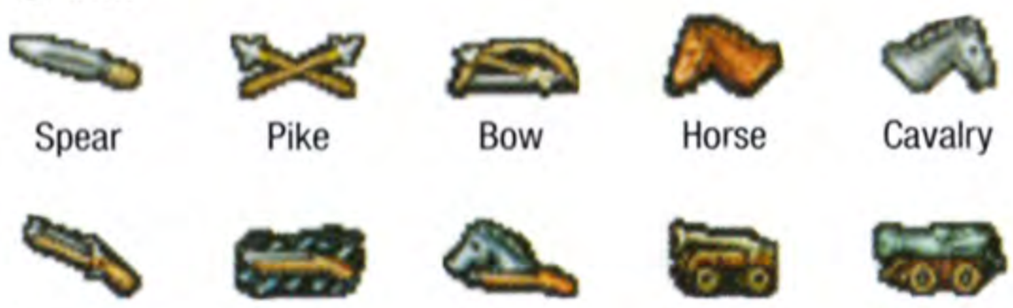
Use the left and right directional buttons to move the cursor and the up directional button to select, and down to deselect. If you hold down the R1 button, you can use the directional buttons to select additional units.

❶ Officer face - 1 officer is 1 unit

❷ Officer Status

Guard, Move, Destroy, Attack, Retreat, Confused, Taunt. The mark means that morale is high and special commands can be issued.

❸ Unit



❹ Troop Numbers

If the number of a unit's troops reaches zero, then the unit will be destroyed. Its commanding officer may also either be killed or captured.

❺ Morale Bar

Morale decreases when attacked by the enemy. If it reaches 0, then the unit will flee from the battle.

❻ Commander

The mark will be displayed.

Unit Icon Special Controls	
Group	After selecting multiple units, press the L1 button while holding down the R1 button.
Select/Unselect by group	Use the directional buttons while holding down the L2 button
Turn Unit Icon / Enemy Unit Icon display on/off	L2 button
Select all units	L1 button
Display unit in the center	Press the up directional button.

*A brown bar will be displayed beneath units that have been grouped together.

Facilities & Structures

You can [Build] and [Develop] facilities within the Strategy Phase. Facilities other than the Farm, Market and Garrison are specific to each fief. The types of facilities that you can produce in the beginning is predetermined. By winning battles and obtaining new fiefs, or by forming an alliance, marriage alliance or protectorate with another daimyō, you can then build those facilities within any of your fiefs as well.

Building within Fiefs

Although the fief in A cannot build what is in C, the fief in B can. If the fief in B is placed in a protectorate, or if an alliance is formed, then the fief in A will also be able to build what is in C.

- Additionally, the facilities that can be built also depends on the Daimyō Ranking (P.12). For facilities that can be built from the beginning, they can be built at any time, no matter what the Daimyō Ranking.
- By building a facility, units known as structures will be created within them. By developing the facilities even further, the number of structures will increase. Each facility can hold up to 16 structures. Depending on the land the facility was built upon, there may not be enough space for 16 structures due to forests, rivers, roads, etc. The structures that are built will vary by facility and are determined randomly. Some structures will also be different depending on the level of the fief's Culture and Foreign ratings.

Building Facilities

By building facilities on land that is best suited to them, they will be easier to develop, and if built on poorly suited land, they will be difficult to develop. The suitability of the land is one of the key conditions for building facilities.

Facility Compatibility

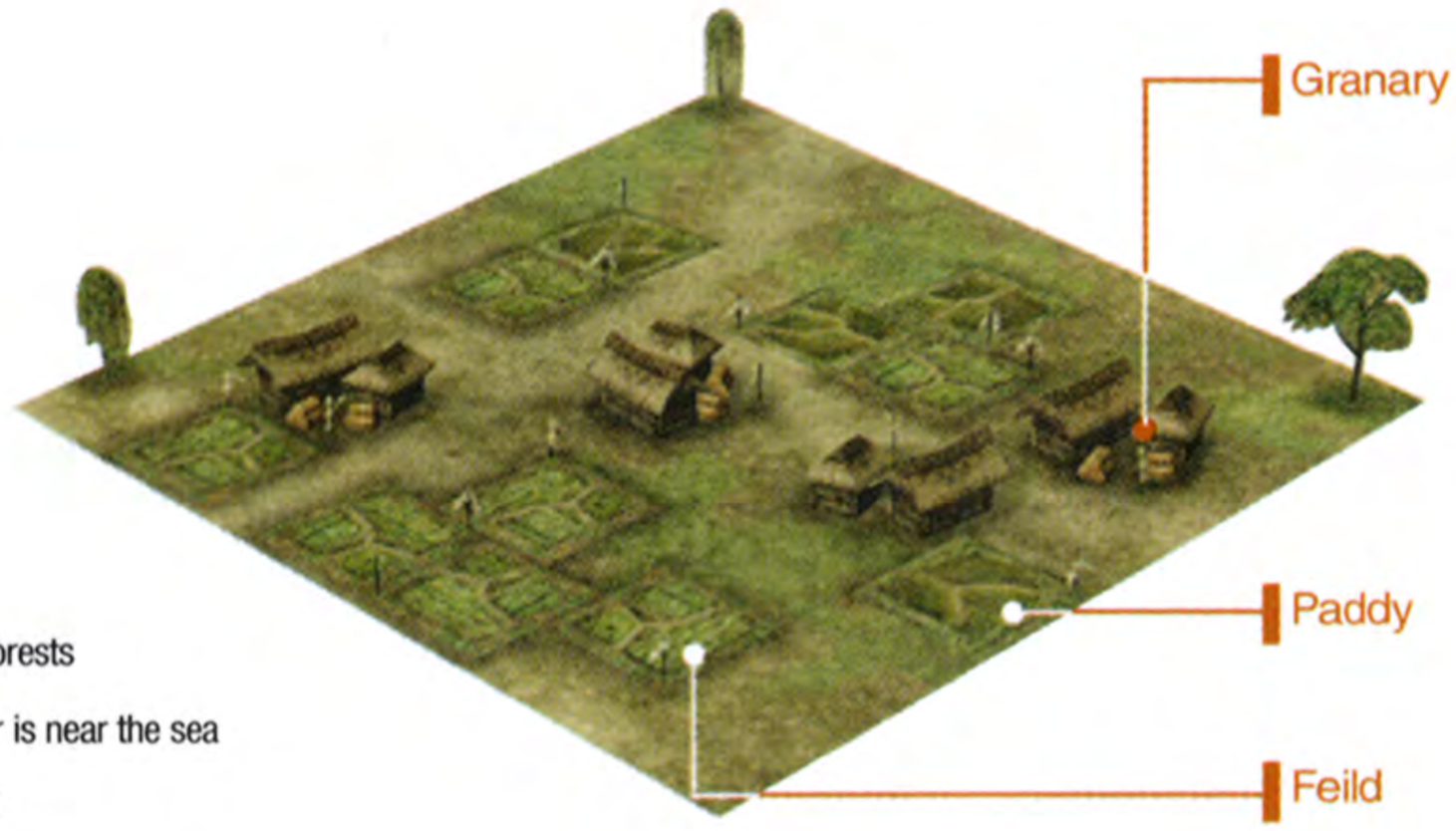
- By placing facilities that are compatible next to each other, they will be easy to develop, while incompatible facilities will be difficult to develop.
- Facilities of the same type (ie. 2 farms) are guaranteed to be compatible.
- Facility compatibility is also another key condition for building facilities.

Confirming Available Space

Build when the building conditions are good.

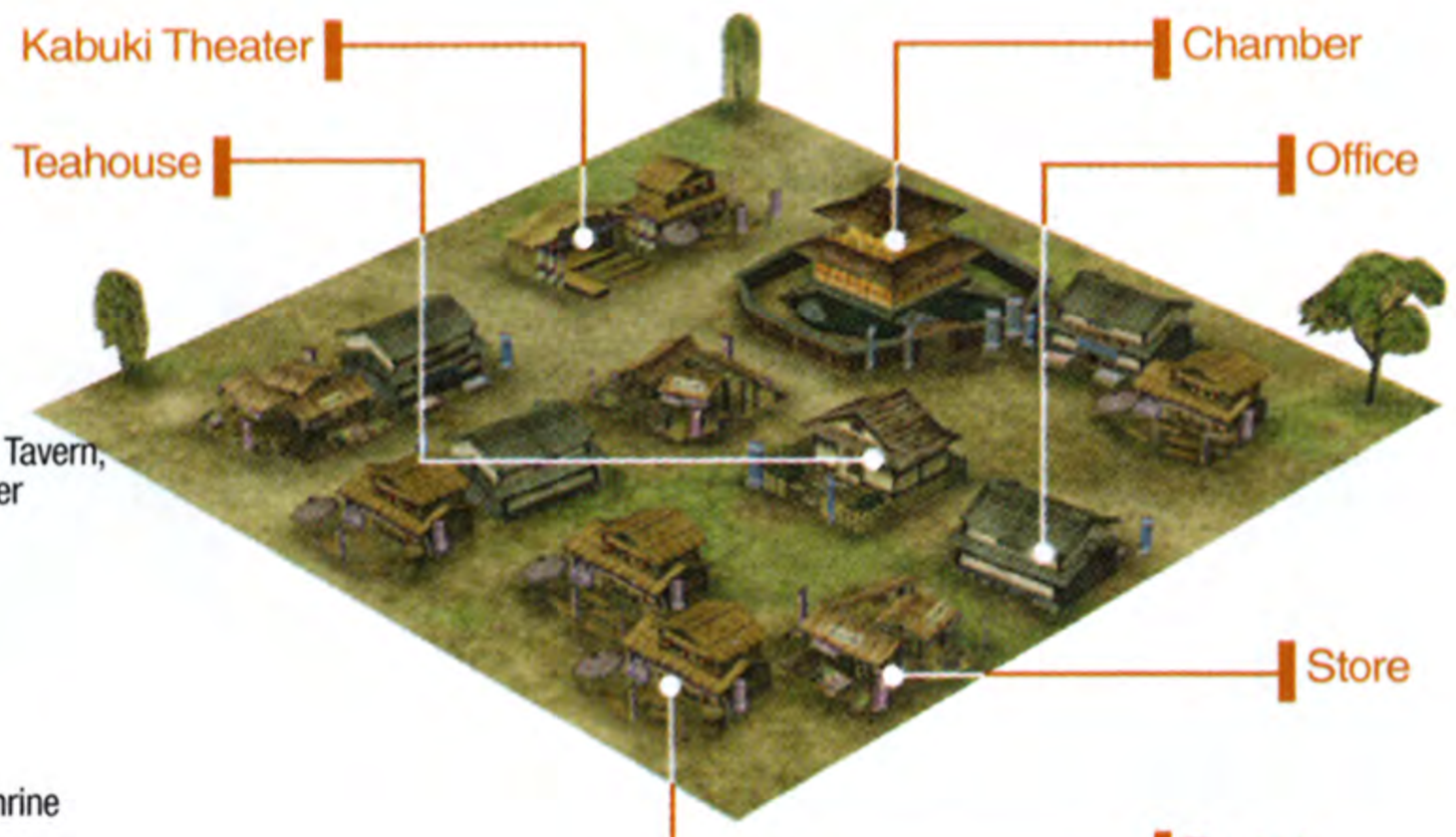
- When using the [Build] command (P.30) within the Strategy Phase to build facilities, you can use the fief map to select where to build it and to check the conditions for the facility.
- In addition to the suitability of the land and facility compatibility, another building condition is the maximum number of structures that can be built. Even if the suitability with the land and compatibility with other facilities is good, if the land has a low maximum number of structures that can be built, then it can bring down the overall level of the facility.

Farm



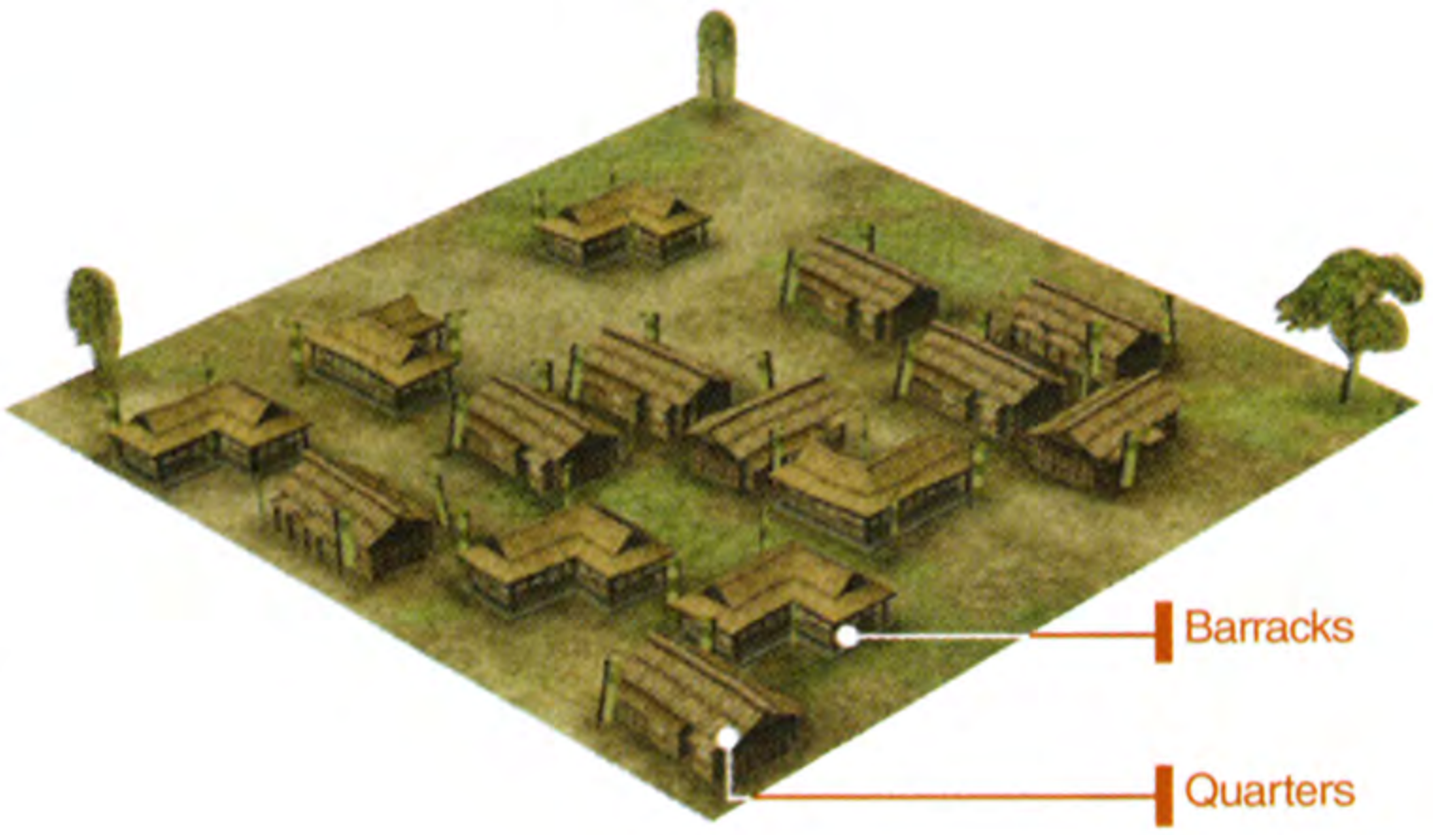
Buildable Structures	Field, Paddy, Granary
Related Information	Agriculture
Suitable Land	Has rivers, lakes and forests
Unsuitable Land	Contains many roads or is near the sea
Compatible with	Camp, Ranch, Honganji
Incompatible with	None

Market



Buildable Structures	Office, Store, Teahouse, Tavern, Kabuki Theater, Chamber
Related Information	Commerce
Suitable Land	Has many roads
Unsuitable Land	Has many forests
Compatible with	Bazaar, Plaza, Smith, Shrine
Incompatible with	None

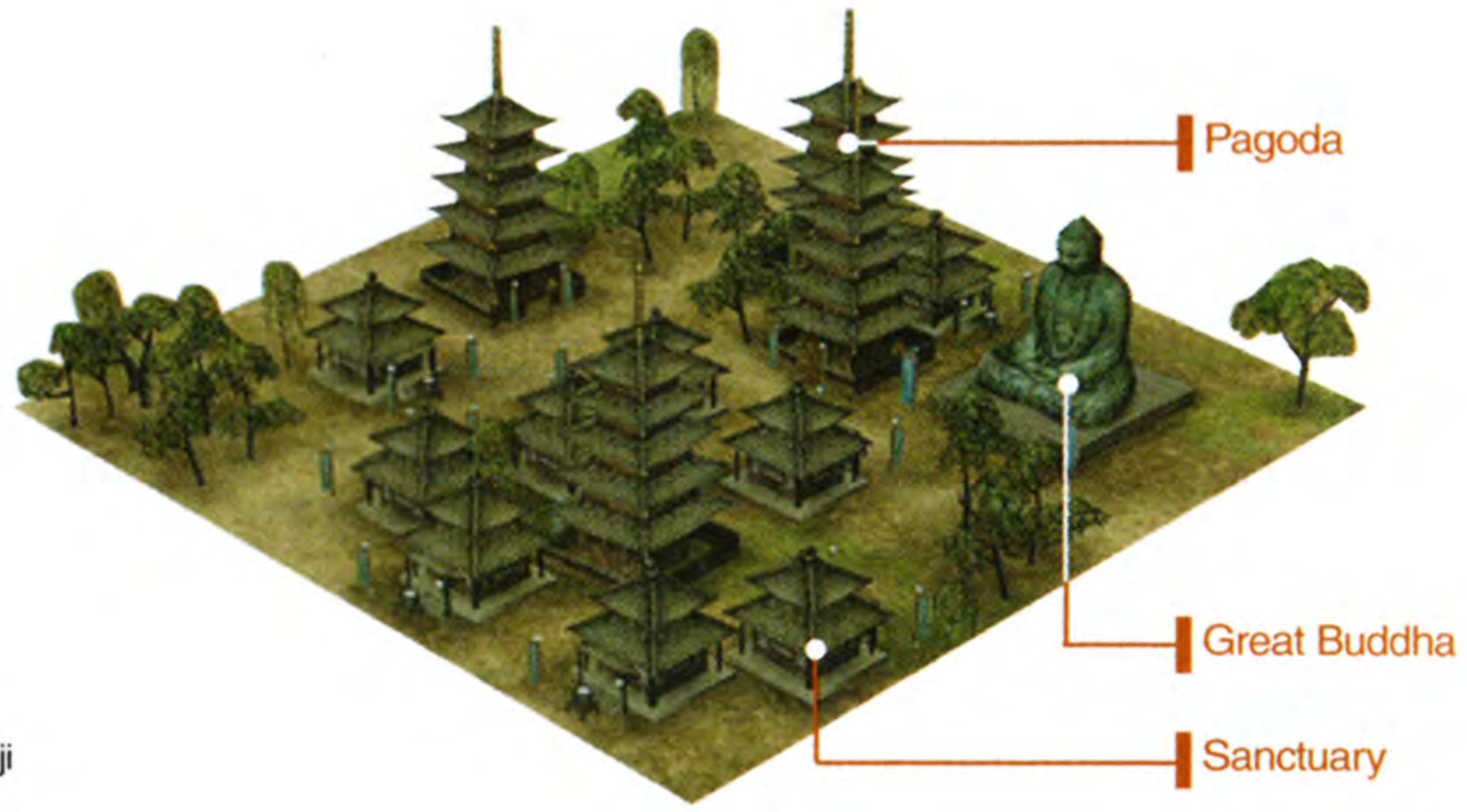
Garrison



Buildable Structures	Barracks, Quarters
Related Information	Max Troops
Suitable Land	Has many roads
Unsuitable Land	Has many forests
Compatible with	Smith, Complex
Incompatible with	None

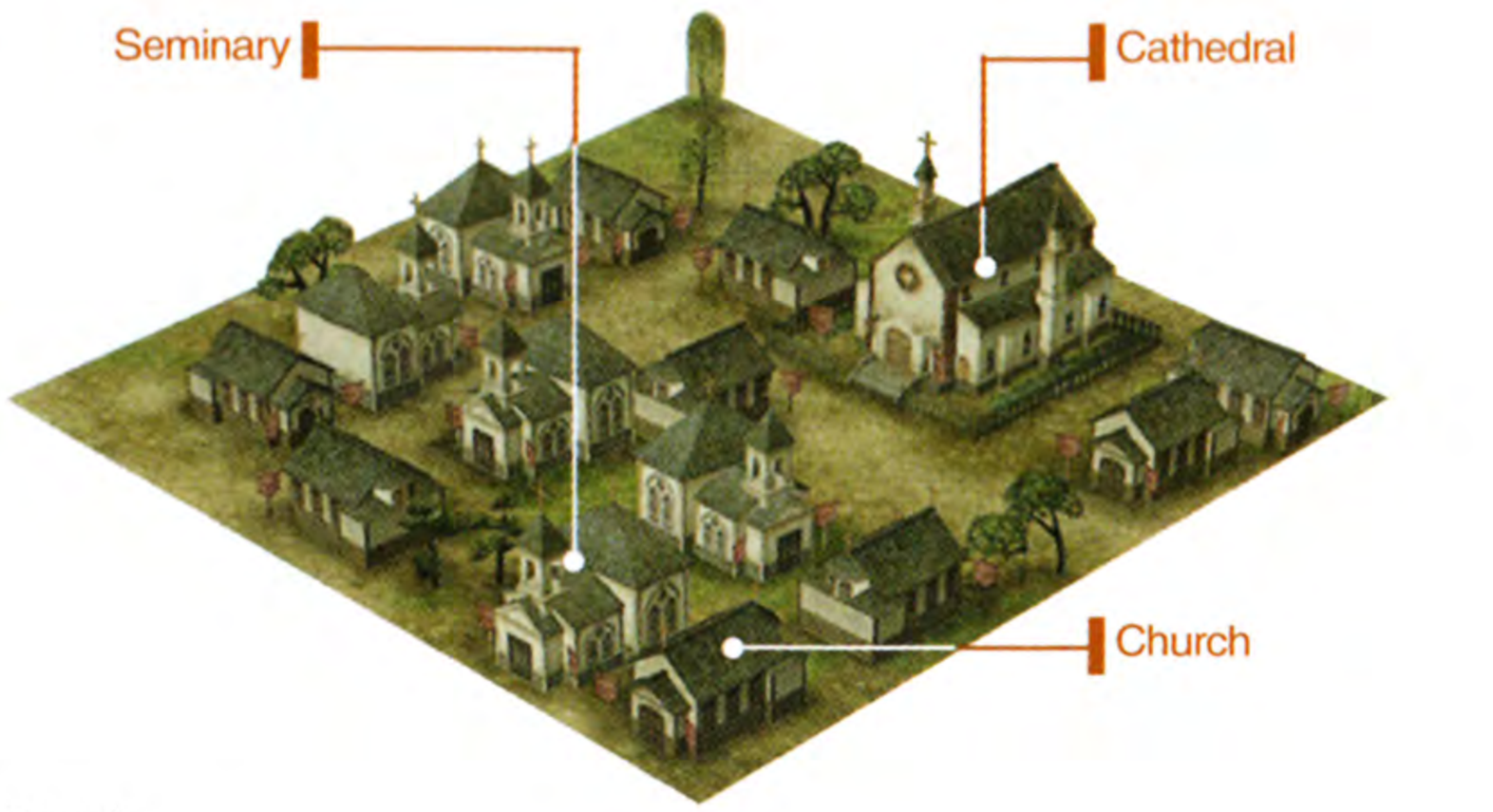
Temple

Buildable Structures	Sanctuary, Pagoda, Great Buddha
Related Information	Culture
Daimyō Ranking	Major or higher
Suitable Land	Has many forests
Unsuitable Land	Has many roads
Compatible with	District, Shrine, Honganji
Incompatible with	Colony, Bazaar



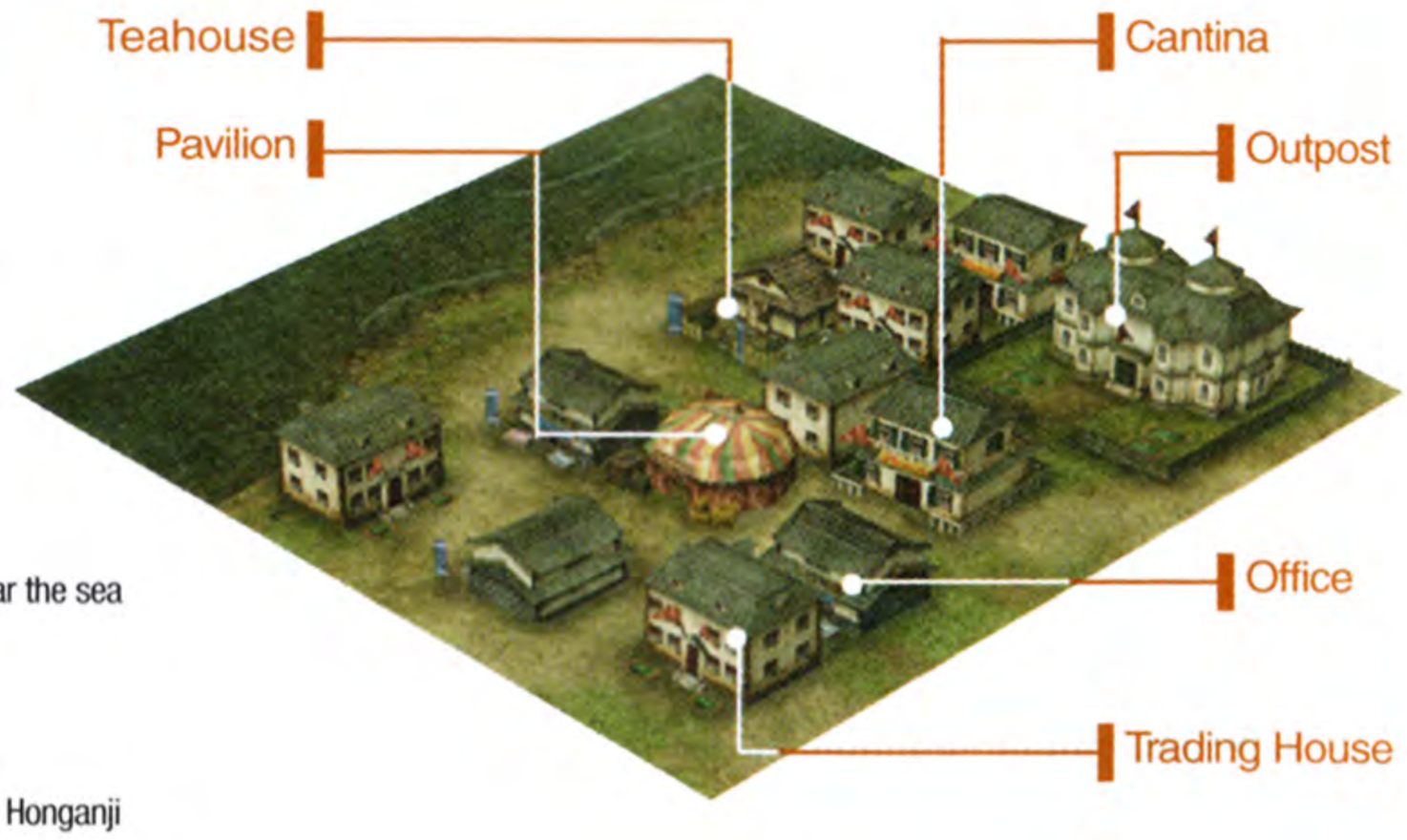
Colony

Buildable Structures	Church, Seminary, Cathedral
Related Information	Foreign
Daimyō Ranking	Major or higher
Suitable Land	Has many roads
Unsuitable Land	None
Compatible with	Bazaar
Incompatible with	Temple, District, Shrine, Honganji

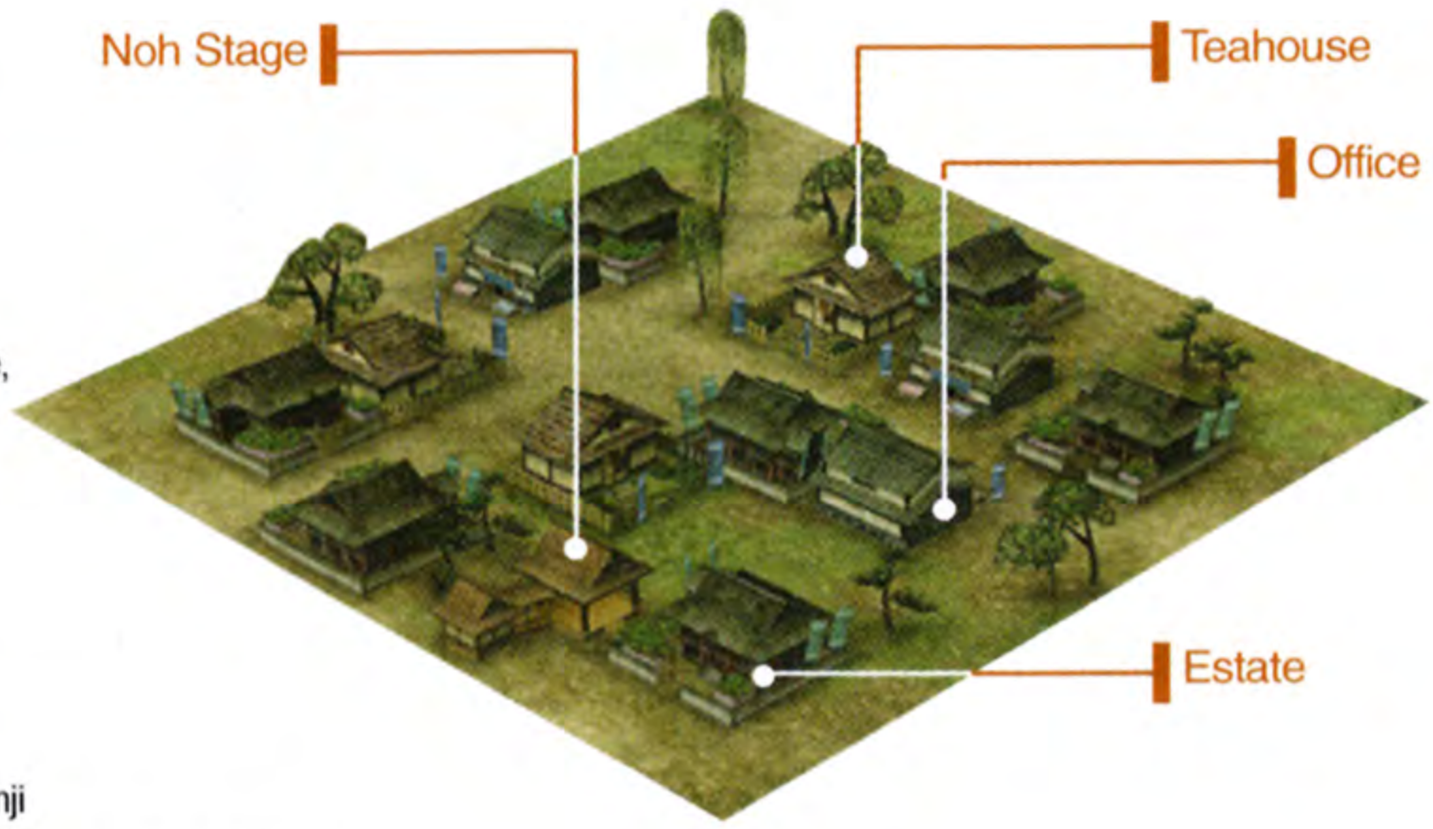


Bazaar

Buildable Structures	Office, Teahouse, Trading House, Cantina, Pavilion, Outpost
Related Information	Commerce, Foreign
Daimyō Ranking	Warlord or higher
Other Requirements	Fief contains a Port
Suitable Land	Has many roads, is near the sea
Unsuitable Land	Has many forests
Compatible with	Colony
Incompatible with	Temple, District, Shrine, Honganji

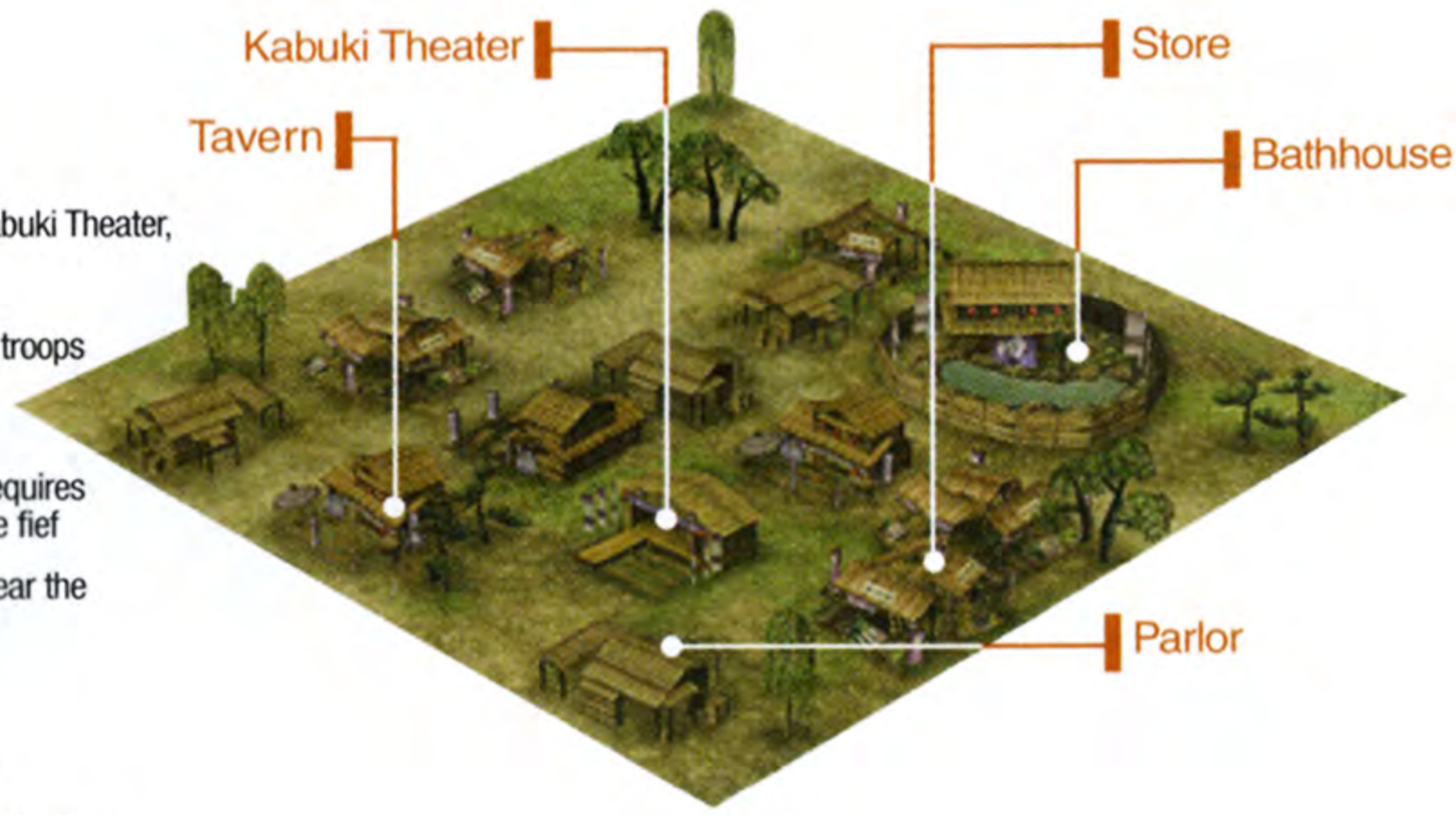


District



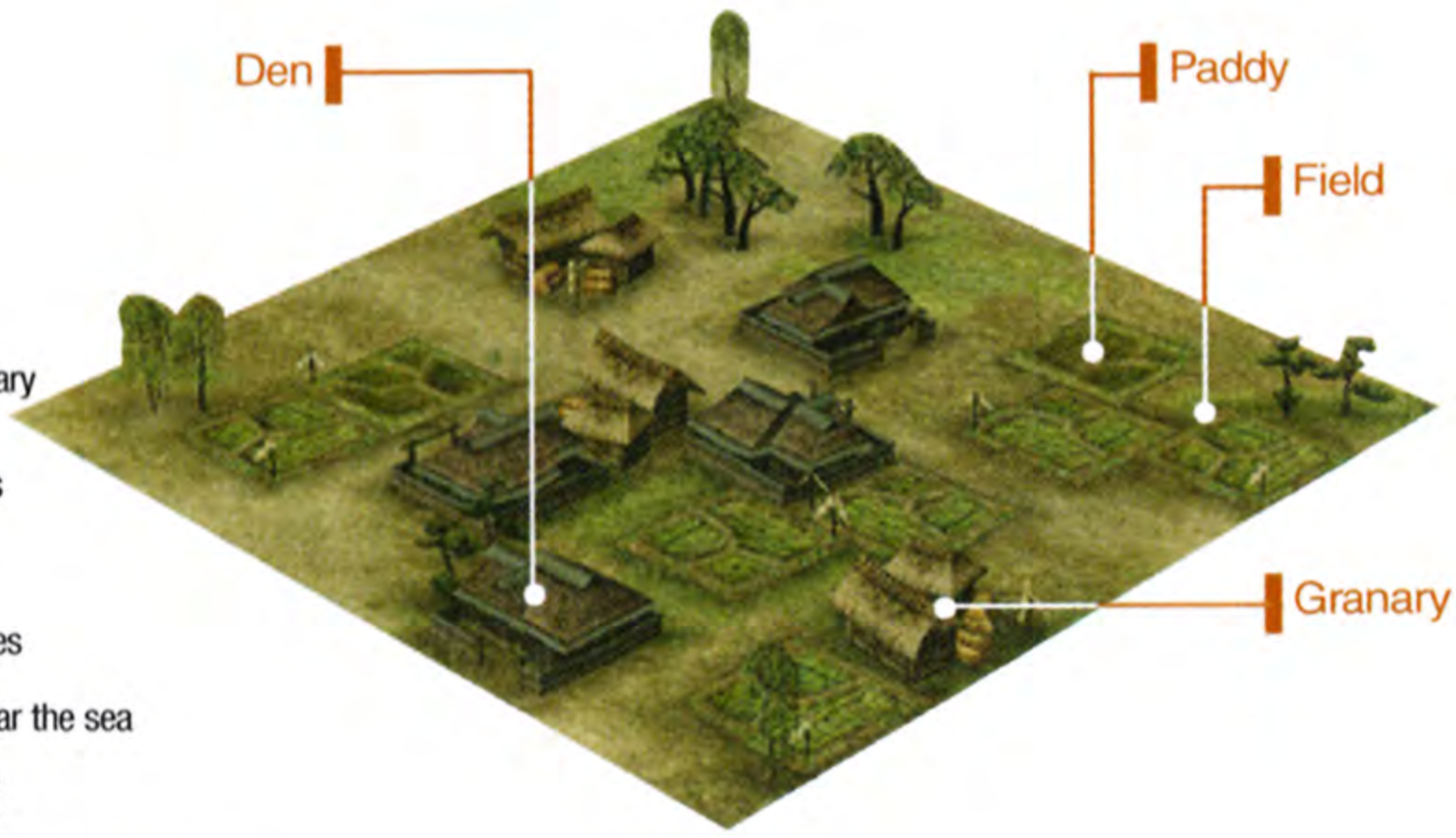
Buildable Structures	Estate, Office, Teahouse, Noh Stage
Related Information	Commerce, Culture
Daimyō Ranking	Warlord or higher
Suitable Land	Has many roads
Unsuitable Land	Has many forests
Compatible with	Temple, Shrine, Honganji
Incompatible with	Garrison, Colony, Bazaar, Plaza, Smith, Complex

Plaza



Buildable Structures	Parlor, Tavern, Store, Kabuki Theater, Bathhouse
Related Information	Commerce, Number of troops
Daimyō Ranking	Warlord or higher
Other Requirements	To build a Bathhouse requires a Hot Springs within the fief
Suitable Land	Has a river, lake or is near the sea / Has many roads
Unsuitable Land	Has many forests
Compatible with	Market, Bazaar, Smith
Incompatible with	Temple, District, Shrine, Honganji

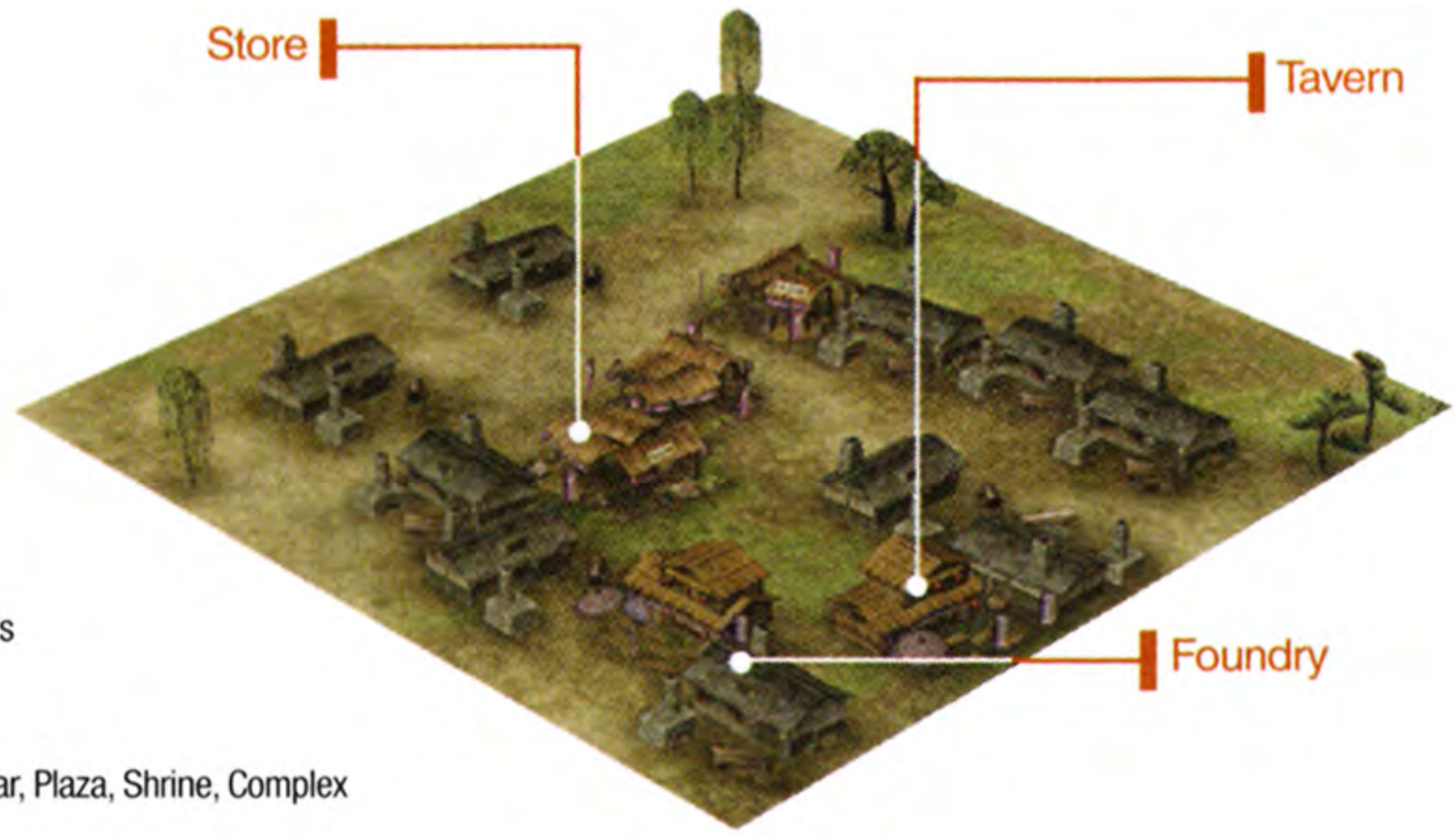
Camp



Buildable Structures	Den, Field, Paddy, Granary
Related Information	Agriculture, Success rate of Tactics
Daimyō Ranking	Warlord or higher
Suitable Land	Has forests, rivers, lakes
Unsuitable Land	Has many roads, is near the sea
Compatible with	Farm, Ranch, Honganji
Incompatible with	Market, Bazaar, Plaza, Smith, Shrine

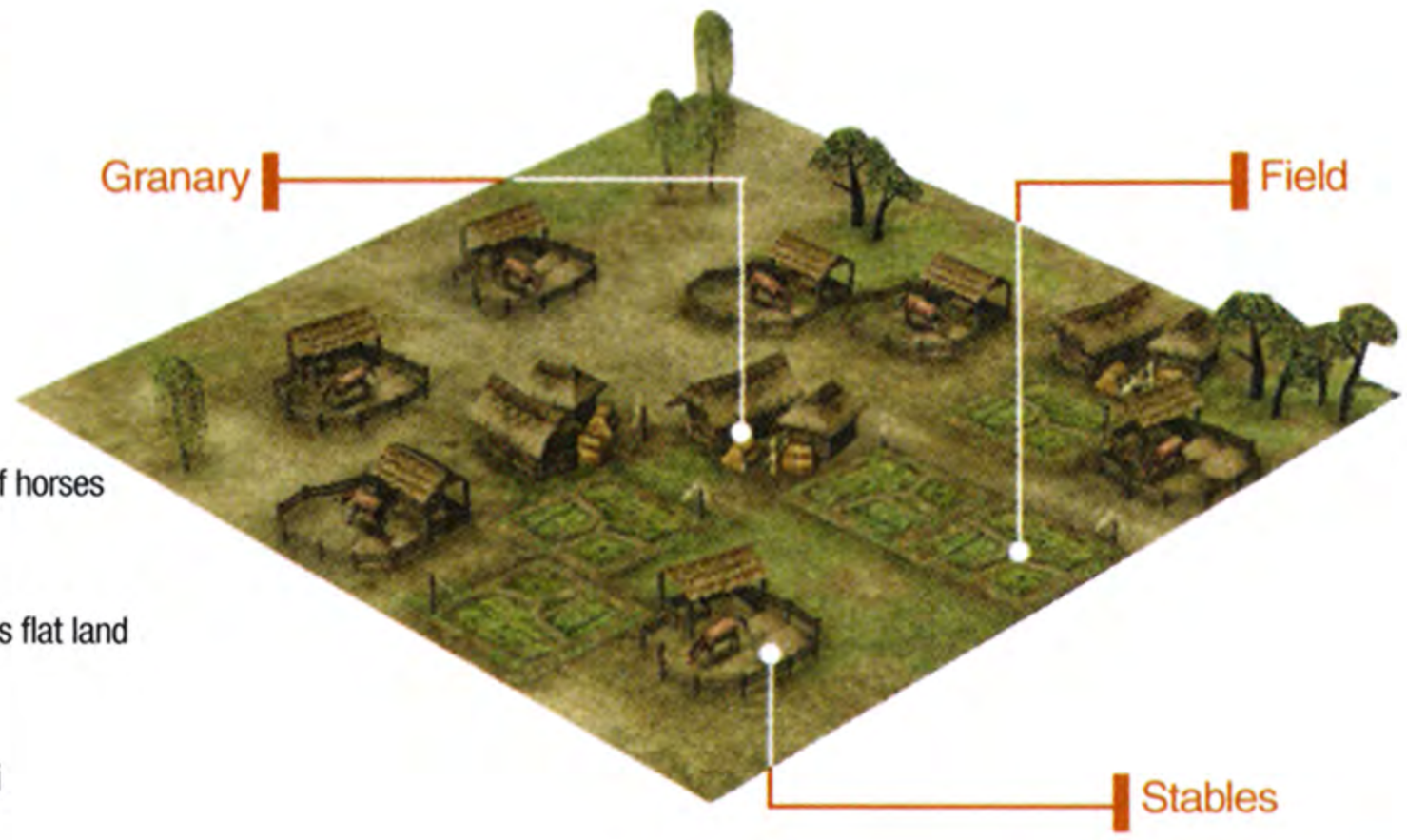
Smith

Buildable Structures	Foundry, Store, Tavern
Related Information	Commerce, Number of muskets
Daimyō Ranking	Major or higher
Suitable Land	Has many forests, roads
Unsuitable Land	None
Compatible with	Market, Garrison, Bazaar, Plaza, Shrine, Complex
Incompatible with	None



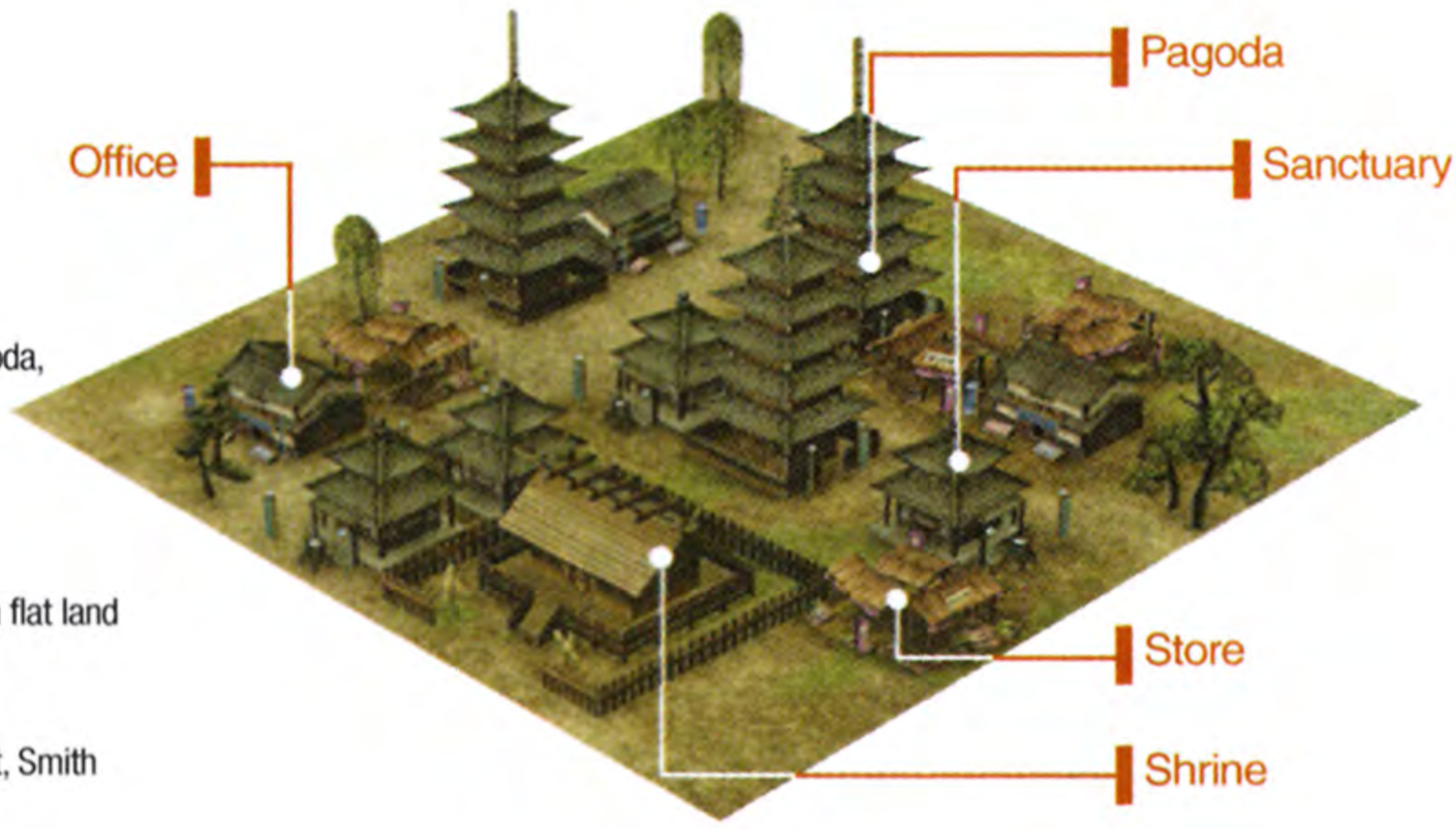
Ranch

Buildable Structures	Stables, Field, Granary
Related Information	Agriculture, Number of horses
Daimyō Ranking	Major or higher
Suitable Land	Has a river or lake, has flat land
Unsuitable Land	Is near the sea
Compatible with	Farm, Camp, Honganji
Incompatible with	None

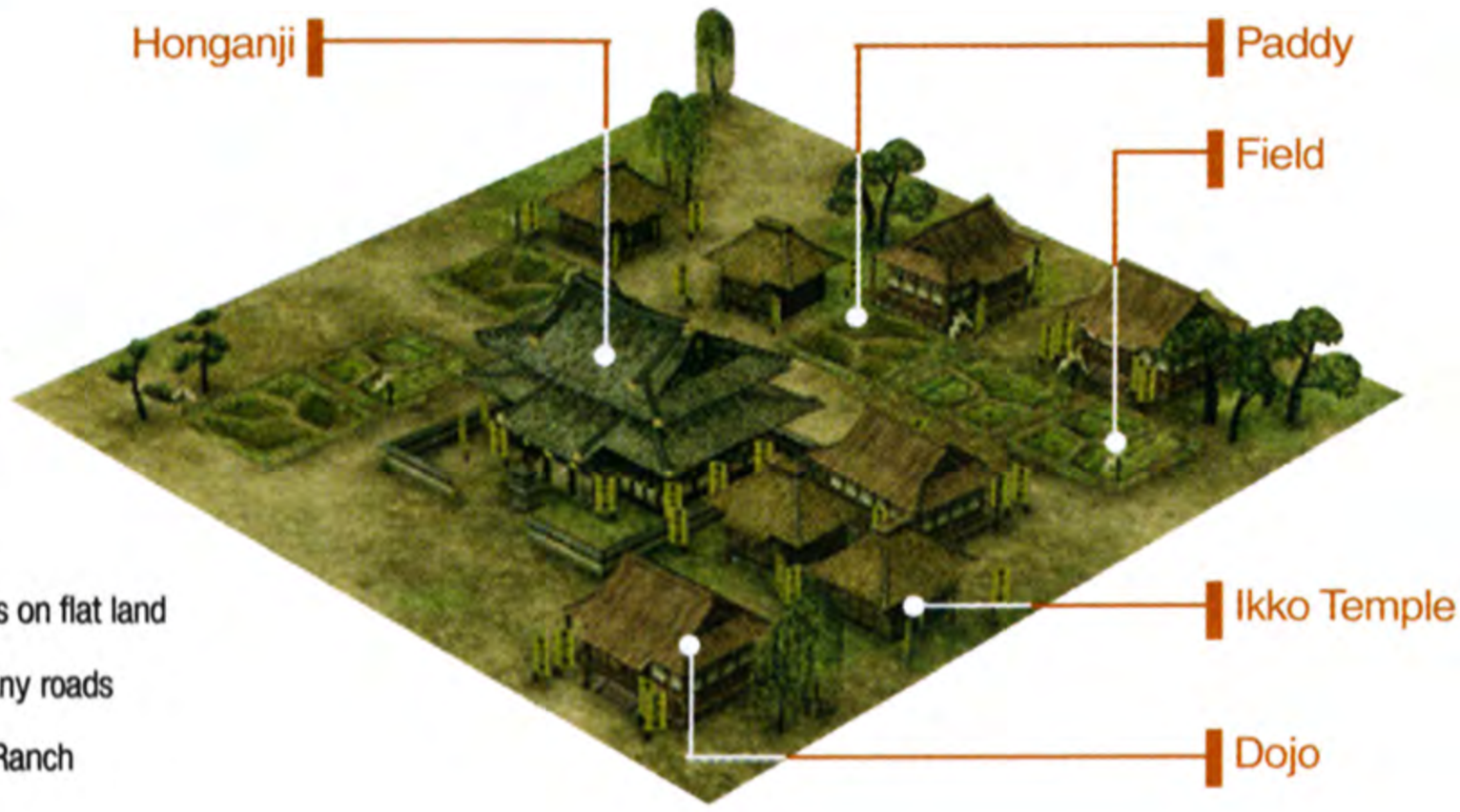


Shrine

Buildable Structures	Shrine, Sanctuary, Pagoda, Office, Store
Related Information	Commerce, Culture
Daimyō Ranking	Conqueror or higher
Suitable Land	Has many forests, is on flat land
Unsuitable Land	Has many roads
Compatible with	Market, Temple, District, Smith
Incompatible with	Colony, Bazaar, Plaza

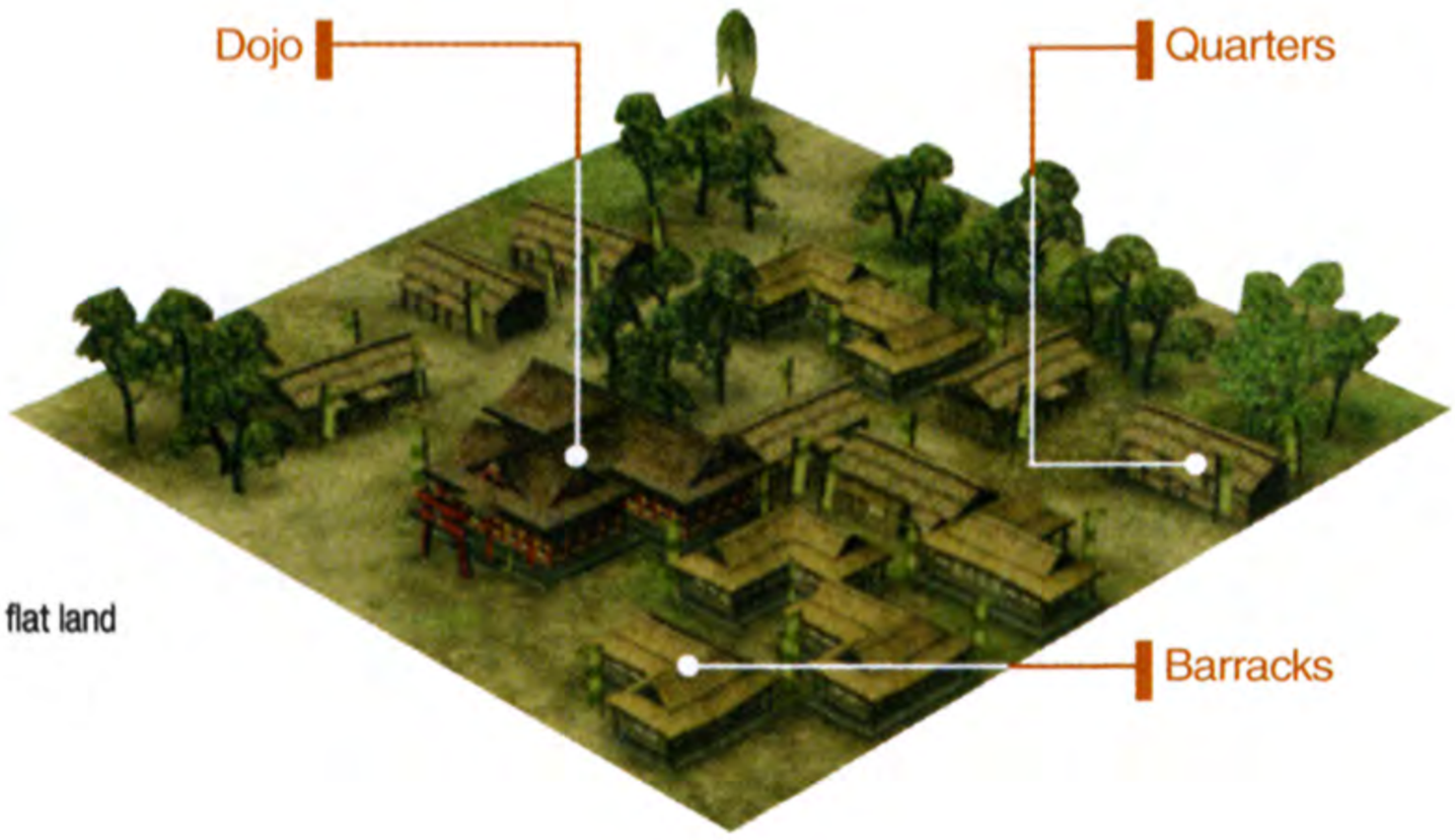


Honganji



Buildable Structures	Honganji, Ikko Temple, Dojo, Field, Paddy
Related Information	Agriculture, Culture
Daimyō Ranking	Major or higher
Suitable Land	Has many forests and is on flat land
Unsuitable Land	Is near the sea, has many roads
Compatible with	Farm, Temple, District, Ranch
Incompatible with	Colony, Bazaar, Plaza

Complex



Buildable Structures	Dojo, Barracks, Quarters
Related Information	Number of troops
Daimyō Ranking	Conqueror or higher
Suitable Land	Has many forests, is on flat land
Unsuitable Land	Has many roads
Compatible with	Garrison, Plaza
Incompatible with	Colony, Bazaar

- Hint - There are conditions to build & develop

What are the conditions for building and developing facilities?

There are three conditions for building and developing facilities.

1. If there is a facility specific to a certain fief, you can build it anytime, regardless of Daimyō Ranking.

2. Even if there are no fief-specific facilities, if you are able to build a facility within another one of your fiefs, you can build it anywhere if your Daimyō Ranking is high enough.

3. Even if you do not have any special fiefs, if you form an alliance, marriage alliance or protectorate with another daimyō who is able to build a facility, then you will also be able to build that facility if your Daimyō Ranking is high enough.

Strategy Phase

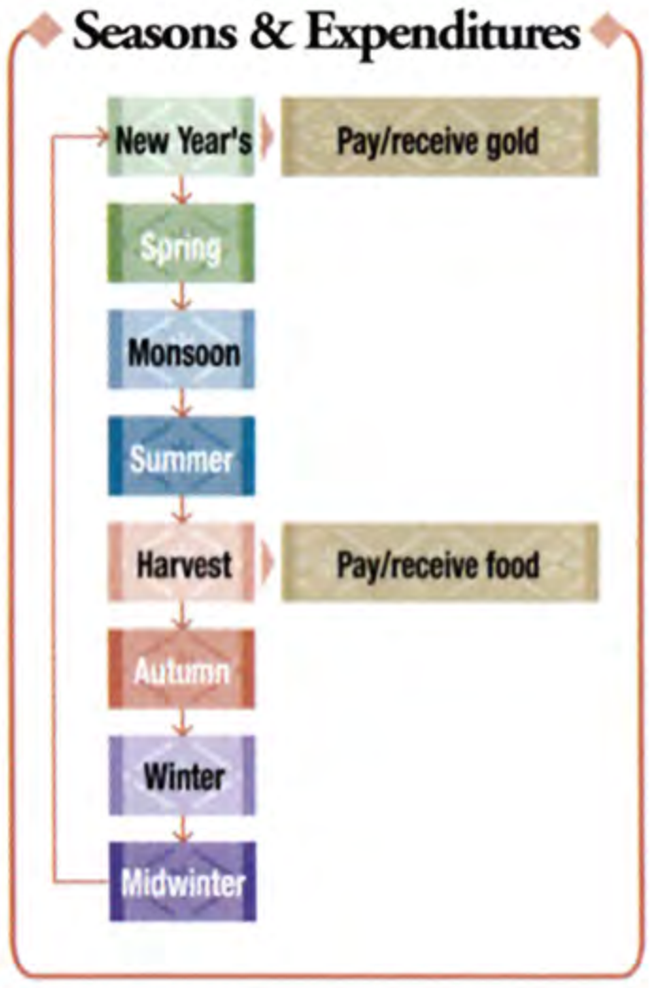
When the game starts, it begins with the Strategy Phase.

Strategy Phase Game Flow

The Strategy Phase proceeds by giving orders to your officers each season.

Seasons & Payments

- With the Strategy Phase, one year is split up into 8 seasons: New Year's / Spring / Monsoon / Summer / Harvest / Autumn / Winter / Midwinter.
- In New Year's, you will receive tax revenue and pay the officers their stipend. During the Harvest season, you will receive food from the people and will pay the troops their food stipend. If you do not have enough gold, then your officers' loyalty will decrease, and if you do not have enough food, then your number of troops will decrease.
- Additionally, by setting a Checkpoint (P.28), you can receive additional tax revenue each season. If your fief has a Gold Mine or Silver Mine, then you can receive additional revenue in the Spring and Harvest seasons.



Turns & Commands

Number of Orders	Politics + Leadership
1	0-54
2	55-109
3	110-164
4	165-219
5	Over 220

- Each season, each daimyō will get an opportunity to give orders (turn).
- When it is the daimyō's turn, he can give orders to his officers. Orders can be giving by selecting Strategy Commands (P.30).
- The number of orders you can give per fief in one turn varies from 1-5. The higher the daimyō's (or governor's) Politics + Leadership rating is, the more commands that can be carried out. The number of commands you can issue resets with each new season.
- You can delegate fiefs to Governors, other than the one the daimyō resides in (P.33).

Switching Fiefs

- When you have more than one fief, you can switch through them (P.14) by using the L1 and R1 buttons.
- You can also switch fiefs by selecting another of your fiefs from the Main Map and pressing the ⊗ button.

Ending Your Turn

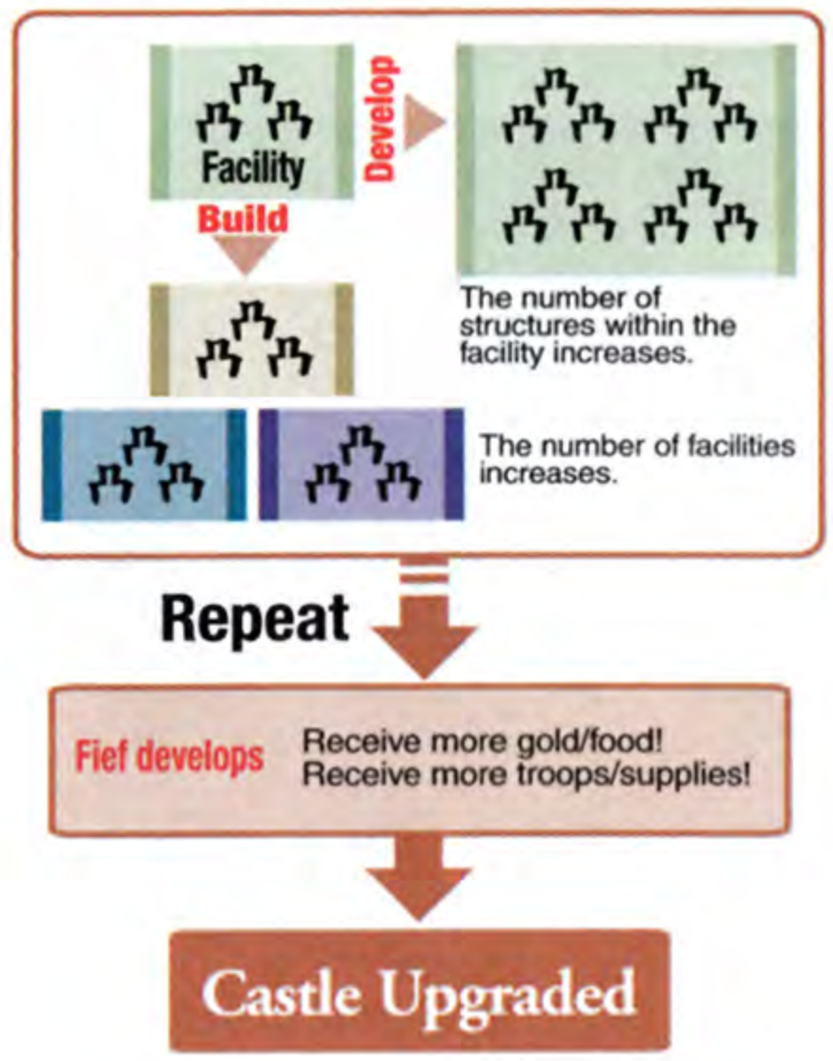
- When you are finished issuing your commands for the present turn, you can choose the Strategy Command, [Advance] (P.44). The other daimyō will then take their turn.
- When all of the daimyō have taken their turn, the season will end, and it will be your turn once again.
- In this way, the seasons will pass and the year will progress.

Giving Orders

You can give orders to your officers in the following manner.

City - Build & Develop

- You can build and develop facilities within your fief. Building creates new facilities, while developing them will add additional structures to existing facilities. At the start of the game, you will not have much money, so you should try not to build too many new facilities. Instead, concentrate on developing existing ones. By continually building and developing facilities, the fief will grow and you will obtain more gold and food each year. The more gold and food you have, the more troops and supplies you can support. Also, the more the fief develops, the more your castle will be upgraded.



Negotiate - Diplomacy

- Negotiate (diplomacy) with other daimyō, the Imperial Court or merchants.

Daimyō

Improve relations with daimyō that you do not wish to fight, and try to form an alliance (P.37) with them. By forming an alliance, you can agree to a cease-fire, and the other daimyō will not attack you.

Court

This is only available if your Daimyō Ranking is Major or higher. By negotiating with the Court, you can raise your contribution to it and make it easier to receive ranks (P.38). If you receive a rank, then your Fame will increase as will your Politics rating.

Merchant

This is only available if a merchant is visiting your fief. By negotiating with the merchant, you can buy and sell supplies. You can purchase items, food, horses, muskets or cannons, and can also sell things that you no longer need.

Tactics - Spy

- Send a ninja to spy on another fief.
- You cannot freely view information on the fiefs or officers of other daimyō. However, by sending a ninja to the fief with the [Spy] command (P.39), you will be able to see the information. You can also [Sabotage] (P.39) facilities of the other daimyō or invite their officers to betray (P.40) their ruler during battle. Be sure to carry out as many plots as possible before going to battle.

Personnel - Bestow & Recruit

- If the loyalty of your officers is low, then they will be more likely to defect to the enemy or rebel. By giving them gold with the [Reward] command (P.41), or by giving them an item, rank or position using the [Bestow] command, you can raise their loyalty.
- You can also employ rōnin, or masterless samurai, by using the [Recruit] command (P.42). By winning battles and adding even more fiefs to your fiefdom, you will require even more officers to maintain them.

Watchtowers & Checkpoints

- Each fief has a watchtower. Also, you can choose whether to set a checkpoint or not.

Watchtowers

- These are structures that enable you to go to a Field Battle when your fief is attacked by another daimyō.
- If you lose as the defending side within a Field Battle, or if you choose to remain within your castle, then the watchtower will be destroyed. If it is destroyed, then you will be unable to participate in a Field Battle.
- If the enemy attacks again, then you will be forced to proceed straight to a Siege Battle. During Siege Battles, the structures within your city can suffer great damage. On the other hand, if you destroy the watchtower when you are on the attacking side, you will be able to proceed straight to the Siege Battle.
- Watchtowers are automatically repaired after a set amount of time has elapsed.

Checkpoint

- You can set up a checkpoint at the fief by using the City command, [Checkpoint]. (P.33)
- Fiefs that have active checkpoints will generate revenue each turn. Additionally, it will be more difficult for other daimyō to send ninja spies to your fief. However, since the freedom of the fief's people to come and go as they please will be diminished, the people's loyalty will decrease.

Strategy Phase

- Hint - The enemy ninjas are bothering me

How can I disrupt the activities of enemy ninjas?

First, set up a checkpoint at your fief. By doing so, the people's loyalty will decrease, but it will make it more difficult for enemy ninjas to enter the fief. Next, to combat any ninjas already in the fief, increase the fief's Order rating and also build 3-4 Camps within the fief. Camps not only can alert you of the presence of enemy ninjas, but also increase the effectiveness of your own Tactics commands.

Factors Determining a Fief's Income

- The higher the Agriculture and Commerce ratings of the fief, the more gold and food and you can receive.
- In addition, Loyalty, Order and Flood also have an effect on the amount of gold and food received.
- You can check these items by looking at the Fief Information (P.15).

Fief Info
Tsutsujigasaki Palace
Harunobu Takeda
Gold 5612 Food 5042 Order 77 Flood 65
Commerce 6600 Agriculture 10050 Loyalty 80
Officers 10 Troops 1350/1350
Horses 1800 Muskets 0 Cannons 0
Culture 190 Foreign 0 Facilities 8/20
Checkpoint: No Watchtower Yes
Status Manual Visit
Features Disaster
Facilities Daimyō Officers

Loyalty and Order are two very important factors in determining revenue.

Loyalty

- This is a measure of the people of the fief's loyalty towards the Governor.
- The higher this rating, the more gold and food the fief will obtain.
- By using the City command [Tax] (P.33), or the Military command [Draft] (P.36), this rating will decrease. Additionally, it will also decrease if you set a checkpoint (P.28) at the fief.
- You can raise Loyalty by using the City command [Donate] (P.33).

Order

- This is a measure of how safe the fief is.
- The higher this rating, the more gold, muskets and horses you will receive.
- If structures are destroyed during Siege Battles or through Tactics (P.39) by other daimyō, then this rating will decrease.
- In addition, if there is a Plaza in the fief, or if there are insufficient numbers of troops, then it will also decrease.
- You can raise Order by using the City command [Order]. (P.32)
- Setting a checkpoint in the fief will cause Order to stop decreasing.

Flood

- This is a measure of how well the flood control for the fief's rivers is.
- Fiefs without rivers do not have a Flood rating.
- The higher this rating, the more food you are able to receive. In addition, when disasters such as typhoons hit, the damage will be minimized.
- You can raise Flood by using the City command [Flood]. (P.32)

~ Hint ~ Flood control is essential

Why can't I raise my Flood rating?

Fiefs without rivers cannot use the Flood command. In addition, their Flood rating will not be displayed in the fief information. Check which fiefs do not have rivers in the fief list. In addition to not being able to increase the flood rating for fiefs that do not have rivers, agricultural fields and paddies will not have the necessary conditions for their facilities to thrive, meaning you cannot expect large harvests from those fiefs. However, you will not experience additional damage when Monsoons or other similar disasters hit the fief that might occur if a river was present.

Strategy Commands

These are commands that you carry out during the Strategy Phase.

Executing Strategy Commands

- When it is your turn, the castle where your daimyō resides will be displayed. The number of commands you can issue in one turn (orders) depends on the Politics and Leadership ratings of the daimyō or governor (P.26). The number of commands you can issue resets each turn.
- You can give only one command to each officer per turn.
- Commands that you can issue will be yellow, while those you cannot issue will be gray. Commands that you do not have a high enough Daimyō Ranking for, or other similar reasons, will not be displayed.
- Sometimes, if you attempt to issue a command, certain officers will offer to volunteer to carry out the command for you. If you agree to their request, then their loyalty will increase.
- The following commands will not count against your remaining orders for the turn: [Checkpoint] and [Delegate] (P.33) under the City command, [Assign] and [Transport] (P.36) under the Military command, the Personnel commands (P.41), Info (P.44), Advance (P.44) and Menu (P.45).

City

- This command allows you to build up your fief, enabling you to receive even more gold and food, and to delegate its control to a governor.
- Other than [Checkpoint] and [Delegate], the commands here will be affected by the officer's Politics ability.

Build

- Build a facility. (P.20)
- You can only build one facility per fief at a time. The higher the Politics rating of the officer, the faster the construction of the facility will be. Depending on the fief and your Daimyō Ranking, the facilities you can build will vary. The cost necessary to build each facility also differs.

1. Select a facility to build.
2. Choose where you wish to build the facility. Depending on the land suitability and facility compatibility, and the size of the land (affects the number of structures that can be built), the Building Conditions will be displayed in 3 levels (Good, Normal, Bad).
3. Select an officer to oversee the construction.

The land suitability is divided into 3 levels: Good / Normal / Bad

Farm

Build a Farm.

Effect	Agriculture ▲
Gold Required	1000

Market

Build a Market.

Effect	Commerce ▲
Gold Required	1000

Garrison

Build a Garrison.

Effect	Troops ▲
Gold Required	2000

Temple

Build a Temple.

Effect	Culture: ▲
Requirements	Daimyō Ranking of Major or higher
Gold Required	2000

Colony

Build a Colony.

Effect	Foreign: ▲
Requirements	Daimyō Ranking of Major or higher
Gold Required	2000

Bazaar

Build a Bazaar.

Effect	Culture: ▲
Requirements	Daimyō Ranking of Warlord or higher / Fief has a Port
Gold Required	4000

District

Build a District.

Effect	Commerce / Culture: ▲
Requirements	Daimyō Ranking of Warlord or higher
Gold Required	4000

Plaza

Build a Plaza.

Effect	Commerce / Max Troops: ▲ Other: ▼
Requirements	Daimyō Ranking of Warlord or higher
Gold Required	3000

Camp

Build a Camp.

Effect	Agriculture / Tactic success rate: ▲ Culture: ▼
Requirements	Daimyō Ranking of Warlord or higher
Gold Required	2000

Smith

Build a Smith.

Effect	Commerce / Muskets: ▲
Requirements	Daimyō Ranking of Major or higher
Gold Required	3000

Ranch

Build a Ranch.

Effect	Agriculture / Horses: ▲
Requirements	Daimyō Ranking of Major or higher
Gold Required	3000

Shrine

Build a Shrine.

Effect	Commerce / Culture: ▲
Requirements	Daimyō Ranking of Conqueror or higher
Gold Required	5000

Honganji

Build a Honganji temple.

Effect	Agriculture / Culture: ▲
Requirements	Daimyō Ranking of Major or higher
Gold Required	5000

Complex

Build a Complex.

Effect	Max Troops: ▲
Requirements	Daimyō Ranking of Conqueror or higher
Gold Required	5000

Raze

Tear down a facility and return it to an empty plot.

Gold Required	500

Develop

- Use gold to develop an existing facility, increasing the number of structures it contains.
- If the facility reaches finished development, then you will be unable to develop the facility any further.
- The facilities that you can develop are the same as the ones you can build. If an alliance is broken or if you lose fiefs in battle, then you will no longer be able to build or develop the facilities that you received from them. Additionally, if your Daimyō Ranking decreases and you no longer have the sufficient ranking for a facility, then you will be unable to develop it as well.
- The higher the Politics rating of the officer, the faster and more effectively the facility will be developed.

1. Select a facility from the Fief Map to be developed. Depending on space available (how much room there is to develop), the land will be divided into colored squares. Additionally, the Building Conditions will be displayed as well. Try to give priority to those areas with lots of available land and those that have the most favorable conditions.

Effect	▲: Agriculture / Commerce / Culture / Foreign
Gold Required	500

Order

- Use gold to increase the Order rating of a fief.
- The higher the Politics rating of the officer, the more Order will increase.
- The higher the fief's Order rating, the more gold, muskets and horses you will receive.
- Select an officer to oversee the command.

Effect	▲: Order
Gold Required	500

Food

- Use gold to increase the Flood rating of a fief.
- The higher the officer's Politics rating, the more Flood and Loyalty will increase.
- The higher the fief's Flood rating, the more food you will receive.
- You cannot use this command in fiefs without rivers. Fiefs without rivers will have a [-] displayed next to their Flood rating in the Fief Information.
- Select an officer to oversee the command.

Effect	▲: Flood / Loyalty
Gold Required	500

~ Hint ~ *I'm too poor to build up my fief!*

I keep running out of gold to build new facilities.

At the start of the game, it is better to use [Develop] instead of [Build]. It is cheaper to develop existing facilities than it is to build new ones, but you will see a return on your investment in no time at all. By the time you are no longer able to develop your facilities any further, you should have more than enough time and money to build new ones.

Tax

- Demand a tax of gold and food from the people.
- The higher the Politics rating of the officer, the more gold and food you will receive.
- Select an officer to oversee the command.

Effect	▲ : Gold / Food ▼ : Loyalty
Requirements	Daimyō Ranking of Major or higher

Donate

- Offer food to the people to increase their Loyalty.
- The higher the Politics rating of the officer, the more the people's Loyalty will rise.
- The higher the people's Loyalty, the more gold and food you will receive.
- Select an officer to oversee the command.

Effect	▲ : Loyalty
Gold Required	500

Checkpoint

- Activate or deactivate a checkpoint at the fief's border.
- Fiefs that have a checkpoint will give you gold each turn and make it more difficult for enemy ninjas to infiltrate your fief. However, it will be more difficult for the people to come and go freely, so their Loyalty will decrease.

1. You can turn the checkpoints on and off for each fief from the Main Map. (Y = Active / N = Inactive)
2. Press the ⊗ button to activate or deactivate the checkpoint.

Effect	▲ : Gold ▼ : Loyalty

Text

- Entrust the running of a fief other than the daimyō's to a governor.

1. From the Main Map, choose whether the fief is delegated or under direct control. (Y = Delegated / N = Direct Control)
2. Press the ⊗ button to switch between delegated and direct control.

Requirements	Control 2 or more fiefs

Hint — *I want to use rare units too!*

How can I use Dragoon or Fieldgun units?

If one of your officers possesses one of the following items: Pistol, Rifle or Musket, the effect of the item will allow them to use Dragoon units. Of course, the castle the officer is marching from will need to have at least 200 or more horses, muskets and troops. For Fieldgun units, your officer must have a [Cannon] item, then they will be able to use Fieldgun units. This too requires that the castle the officer is marching from have at least 1 cannon for every 200 troops.

Military

- These commands allow you to invade enemy fiefs, declare a home base, assign officers to different fiefs and transport supplies between fiefs.

Kessen

- A showdown between two daimyō with a Daimyō Ranking of Conqueror or higher. Both daimyō must participate in the battle.
- The fief of the daimyō you wish to challenge to a Kessen must be connected to you directly via roads or waterways.
- Each side will send a large army to participate in a Field Battle, with a large number of fiefs from the losing side going to the winner.

1. Daimyō that you can challenge to a Kessen will be displayed brightly on the Main Map. Select the daimyō you wish to challenge.
2. The daimyō's unit formation will be determined automatically (P.35).
3. Determine the other officers that will participate in the battle just as you do during the [Invade] command. You can only choose officers that are governors. All officers will be given 2,000 troops, regardless of class. You can select up to 12 officers. The remaining steps are the same as during [Invade].

Requirements : ▲Agriculture / Commerce / Culture / Foreign

Invade

- Attack an enemy fief. You can send units from multiple castles.

1. Fiefs that you can invade will be displayed brightly upon the Main Map. Select the fief you wish to invade. You need to have a Daimyō Ranking of Warlord or higher in order to attack Muromachi Palace (or Nijo Castle).
2. The Army Formation Screen will appear. Select an officer location and castles that can send officers will light up. Select the castle where you wish to choose the officer from.
3. A list of officers within the castle you chose will be displayed. Select the officer you wish to send to battle.

Army Formation Screen

Empty
Select the castle you wish to choose the officer from.

Hint — There's too many unit types! I'm confused!

What are the special features of each unit?

Spear	Made up of foot soldiers. Strong defense against charge and musket attacks.
Pike	An improved version of the spear unit with higher attack and defensive capabilities.
Bow	Made up of foot soldiers. Are able to fire on enemy units from a distance.
Horse	Made up of horses and foot soldiers. High mobility, but is easily confused by musket fire.
Cavalry	An improved version of the horse unit with higher mobility, attack and defensive capabilities, and is not easily confused by musket fire.
Musket	Made up of muskets and foot soldiers. Able to attack from long distances and confuse the enemy. They cause more damage than bow units, but you are unable to use them in the rain. During Siege Battles, they are able to attack from within towers and other structures.
Rifle	A musket unit that is able to fire in the rain and snow as well.
Dragoon	Made up of horses, muskets and foot soldiers. Combines the mobility of a horse unit with the long range attack capability of a musket unit. In the rain, it is only able to attack like a regular horse unit.
Cannon	Made up of cannons and foot soldiers. Has low defensive capabilities, but its powerful attacks can confuse the enemy. It is also useful for bringing down enemy structures.
Fieldgun	An improved version of the cannon unit with more range and power.

4. Edit the unit on the Unit Formation Screen. Select [Proceed] to end the unit formation.

Officer Information
The officer's abilities as well as max troops and skills.

Troops / Supplies
The number of troops and supplies within the castle being marched from.

Unit Formation Screen

Troops
Troops are input in multiples of 200 men (1 squad). You can adjust the amount with the left and right directional buttons. You must have the same amount of food as you have number of troops. Depending on the officer's class, the max number of troops he can take to battle will vary.

Status	Max Number of Troops
Chief	800 (4 squads)
Captain	1,000 (5 squads)
Lt. General	1,200 (6 squads)
General	1,400 (7 squads)
Elder	1,600 (8 squads)
Provincal Lord	1,800 (9 squads)
Regional Lord/Daimyō	2,000 (10 squads)

*Cannon and Fieldgun units can only equip 1 Cannon/Fieldgun per squad (max of 5 for 1,000 troops).

Unit
Selecting musket (rifle), horse (cavalry), Dragoon or Cannon (Fieldgun) units requires sufficient supplies of muskets, horses and cannons. You can only use Pike units if your Daimyō Ranking is Major or higher; Rifle units if your Daimyō Ranking is Conqueror or higher and Cavalry units if your Daimyō Ranking is Warlord or higher.

5. The officer selected will be displayed on the Army Formation Screen. By repeating Steps 2 through 4, you can take up to 8 officers to battle. By selecting an officer and choosing [Edit], you can change the make-up of the unit. Selecting [Remove] enables you to remove the officer from the army.
6. Pressing the ◉ button will automatically create an army for you, allowing you to skip steps 2 through 5. The best available army will be automatically chosen for you.
7. Decide the commander. By selecting the mark will be displayed. If the daimyō is participating in the battle, then he will automatically be made the commander.
8. Select [March] and the battle will begin.

Joint Attack

- Attack an enemy fief together with another daimyō.
- You must have already secured an agreement for the joint attack beforehand with the Negotiate-Daimyō command [Joint] (P.37).
- Select the fief you wish to attack from the Main Map.
- Choose officers to participate just as you would with [Invade]. By selecting [March], the joint attack will begin. Whether or not the daimyō that agreed to the joint attack sends his army or not will be up to him.

Declare

- Declare your intention to rule the land and select your home base.
- Select your home base from the Main Map.
- Once you've determined your home base, you will be able to invade any fief on the map, no matter how far away it is.
- However, if you are invaded, or if you are acting as reinforcements or a joint attack partner, then the normal rules apply.

Requirements	Daimyō Ranking of Warlord or higher
Gold Required	20000

Assign

- Change assignments (move) for an officer between two fiefs, or change governors.
- When moving your daimyō, the governor at the new fief will be displaced and you must choose a governor for the fief your daimyō is leaving.
- When moving your governor, you must choose a new governor for the one being vacated.

1. From the Main Map, select the fief where the officers reside and the fief you wish to move them to.
2. The Assign Screen will be displayed. Select [Move Officer] and choose the officer you wish to move and press the ⊗ button. You can cancel the move by pressing the △ button.
3. Select [Change Governor] to change the governor for the fief. A mark will appear next to the new governor's name. You can cancel the change by pressing the △ button.
4. You can select [Confirm] when you are finished to make the change.

Requirements Control at least 2 fiefs

Transport

- Move gold, food, troops, horses, muskets and cannons between two fiefs.

1. From the Main Map, select the fief where the supplies will come from and the fief you wish to send them to.
2. The Transport screen will appear. You can use the L2 and R2 buttons to determine the unit amount and the left and right directional buttons to set the exact amount. By pressing the L1 and R1 buttons, you can split the supplies equally between the two fiefs or give all of them to one side or the other.
3. Select [Confirm] when you are finished to make the transfer.

Requirements Control at least 2 fiefs

Draft

- Destroy a field or paddy to turn farmers into additional soldiers.
- The higher the officer's Leadership rating, the more troops you will be able to raise.
- The field or paddy to be destroyed will be chosen automatically.
- Select an officer to oversee the command.

Effect ▲ : Troops ▼ : Loyalty

~ Hint ~ What's the secret to how many times we can negotiate?

What can I do to increase the number of times I can negotiate?

Negotiations	Charm
1	0 - 29
2	30 - 59
3	60 - 89
4	90 - 119
5	120 or more

The number of times your officer is able to negotiate when using the Negotiate commands [Daimyō] and [Court] depends on the officer's Charm rating.

Negotiations

- Negotiate with another daimyō, the Imperial Court or a merchant.
- When negotiating with a daimyō or the Court, the higher your officer's Charm rating, the better the chance the negotiations have of succeeding, and the greater the number of times they can attempt to negotiate (1-5 times) within one turn.

Daimyō

1. Select a daimyō to negotiate with from the Main Map.
2. Select an officer to carry out the negotiations from the officer list.
3. The Daimyō Negotiation Screen will be displayed. You will be able to negotiate as many times as you have negotiations remaining.
4. Press the △ button to end the negotiations.

Daimyō Negotiation Screen

Daimyō Info

Own Info

Remaining negotiations

Gift

- Offer a gold to the daimyō in order to improve relations between you.
- The better your relations, the more likely you are to successfully negotiate for titles, alliances, joint attacks and marriages.

Effect ▲ : Relations with the daimyō

Gold Required 500

Request

- Receive a position in the Shōgunate from the Shōgun. If you receive multiple positions, then you can give the lower ranking ones to your officers (P.41).
- You may be asked to pay money in order to receive the position. You can only use this command if the daimyō you are negotiating with or one of his officers is the Shōgun.

Effect ▲ : Fame, Relations with the Shōgunate

Requirements Allies with the Shōgunate

Appoint

- This is only available when the daimyō or one of his officers is the Shōgun gun. Give a title within the Shōgunate to another daimyō.
- An alliance will be formed with the daimyō.

Effect ▲ : Relations with the daimyō

Requirements You have an officer appointed Shōgun within your clan

Alliance

- Form an alliance with another daimyō (max length of 16 seasons). You agree not to attack the other daimyō while the alliance is valid.
- You may be able to receive reinforcements (up to 4 units). Additionally, you will be able to build any special facilities that are within your allied daimyōs fiefs.
- You may be asked to pay gold in order to form the alliance.

Effect ▲ : Relations with the daimyō

Joint

- Agree with another daimyō to invade a common enemy together (max length: 16 seasons). You can only use this command with daimyō you are in an alliance with.
- If you have an agreement to a joint attack, then selecting the Military command [Joint] can bring you up to 4 units from your ally (P.35).

Effect ▲ : Relations with the daimyō

Marry

- Arrange a marriage between one of your maidens and an officer of the other daimyō. By doing so, a marriage alliance will be formed between you, meaning you agree not to attack each other.
- Unlike alliances, there are no time limits to a marriage alliance. The alliance continues until the maiden dies or the marriage alliance is dissolved by either party.

Effect ▲ : Relations with the daimyō ▼ : Maidens

Serve

- Request to join another daimyō as a vassal in a protectorate.
- By agreeing to serve another daimyō, you will be unable to enter alliances with other daimyō.
- Your status as vassal will continue until you dissolve the protectorate.

Effect ▲ : Relations with the daimyō ▼ : Fame

Threaten

- Threaten another daimyō into serving beneath you in a protectorate.
- If successful, the other daimyō will serve beneath you as a vassal.

Disolve

- Dissolve any alliance, joint attack, marriage or protectorate with another daimyō.

Effect ▼ : Relations with the daimyō

Court

- Negotiate with the Imperial Court.

1. Select an officer from the officer list to serve as messenger.
2. The Court Negotiation screen will be displayed. You are able to negotiate as many times as you have remaining.
3. Pressing the △ button will exit the negotiations.

Requirements: Daimyō Ranking of Major or higher

Offer

- Offer gold to the Imperial Court, raising your Contribution rating.
- The higher your Contribution rating is, the more likely you are to receive ranks or successfully denounce other daimyō as traitors.

Effect: ▲ : Contribution

Gold Required: 500

Rank

- Receive an official rank from the Court. If you receive multiple ranks, you can give the lesser ones to your officers (P.41).

Effect: ▲ : Fame ▼ :Contribution

Denounce

- Have another daimyō labeled as a traitor to the Imperial Court.
- Daimyō that are marked as traitors will be viewed as enemies from the other daimyō and will be placed in a weaker position when negotiating. The higher the Court's Authority ranking, the more effective the command will be.
- The label of traitor will be removed if another daimyō is named a traitor or if 2 years elapse.

Effect: ▼ : Contribution

Merchant

- If your Foreign rating is high, then you will be able to purchase muskets and cannons for cheaper than normal.
- There is no limit to the number of times you can negotiate.
- The rate will vary depending on the merchant.

1. The Merchant Negotiation screen will appear. Select whether you wish to buy or sell with the up and down directional buttons.
2. Select the item you wish to trade.
3. You can select the unit with the L2 and R2 buttons and set the amount with the left and right directional buttons. You can also select items.

Requirements: A merchant is visiting the fief

Buy

- Purchase food, muskets, horses, cannons or items.

Effect: ▲ : Supplies ▼ : Gold

Sell

- Sell food, muskets, horses, cannons or items.

Effect: ▲ : Gold ▼ : Supplies

Tactics

- Use ninjas to carry out various plots.
- The higher the officer's Intelligence rating, the better the level of the ninja (Apprentice, Veteran, Master) and the success rate of the tactic will vary. Additionally, the higher the ninja's level, the more likely the tactic is to succeed, the better its effect will be, and the more information you will be able to see with the [Spy] command. If you already have an Apprentice or Veteran-ranked ninja within a fief and send another ninja there, the ninja's level will increase.
- If the fief issuing the command has a Camp (P.23) within it, then it will be easier for a higher-ranked ninja to be used and the Tactic has a greater chance of success. On the other hand, if the fief you are sending the ninja to has a Checkpoint or Camp, then it will be more difficult for the ninja to infiltrate the fief.
- You cannot use this command against your ruling daimyō in a protectorate.

1. Select a fief from the Main Map where you wish to send the ninja to.
2. Select an officer to oversee the command.

Gold Required 100

Spy

- Send a ninja to learn information about another daimyō.
- If the ninja successfully enters the fief, then you will be able to see the fief and officer info for it on the Info Screen.
- The type of information you can see depends on the level of the ninja. You can always view the information of any of your vassal daimyō that you are in a protectorate with.
- If the ninja is found, then you will no longer be able to view the information.

Success!

Sabotage

- Dispatch a ninja to destroy enemy structures.
- If successful, the ninja will continue to destroy structures until caught. This causes the Loyalty and Order ratings for the enemy fief to decrease.

Disrupt

- Dispatch a ninja to damage the relations between two daimyō.
- If successful, the relations between them will continue to worsen until the ninja is caught.

Incite

- Dispatch a ninja to lower the Loyalty of an enemy fief's people.
- If successful, the people's Loyalty will continue to decrease until the ninja is caught.

Rumor

- Dispatch a ninja to lower the Loyalty of another daimyō's officer.
- If a Ninja Master infiltrates the fief, then you may be able to use the [Betray] command with the officer.
- If the ninja is caught, then you will no longer be able to use the [Betray] command.

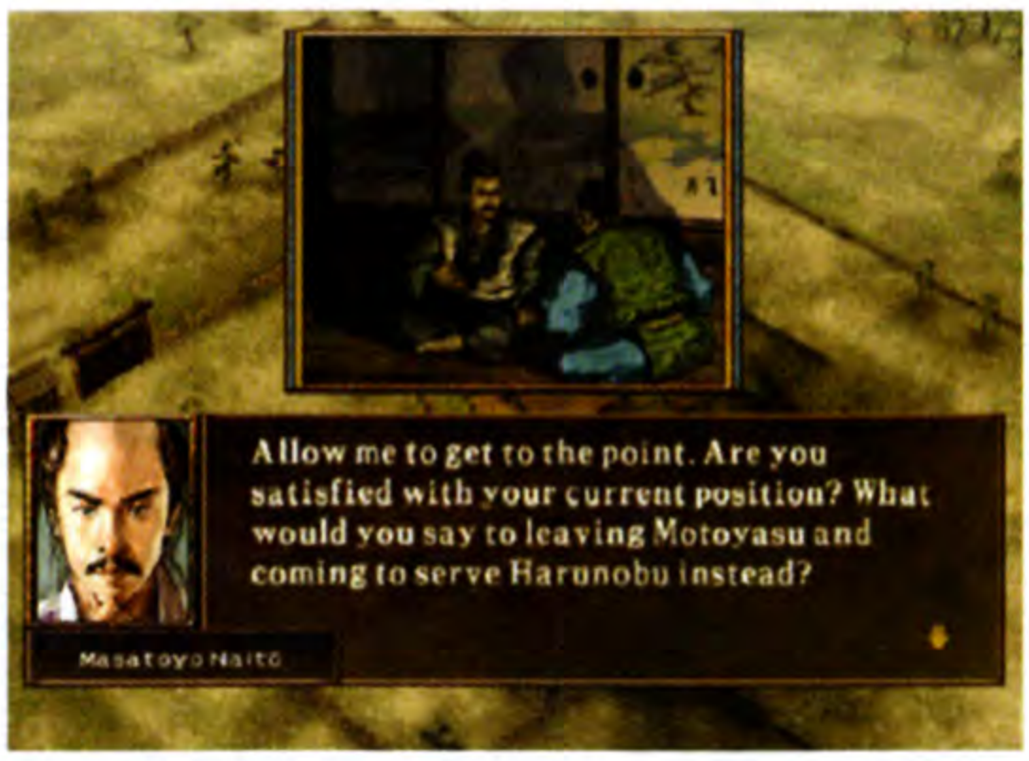
A Ninja Master has been dispatched to the fief. The officers of Okazaki Castle should be growing discontent any day now.
Masanobu Kōsaka

A Ninja Master is required to get the officer to betray their master.

Betray

- Get an officer to betray their master when you already have a Ninja Master inserted into the fief with the [Rumor] command.
- The lower the Loyalty of the officer you are trying to get to betray and the higher the Intelligence of the officer overseeing the command, the greater your chances of success. If successful, you can choose whether you want them to join you immediately, or if you would rather have them wait until you request them to join you. If so, you can request them to Betray (P.51) their side in battle. If you do not go to battle, they may leave their daimyō and come serve you after a number of turns have passed.

1. From the Main Map, select the fief containing the officer you wish to try and recruit.
2. Select the officer you wish to recruit.
3. Select an officer to oversee the command.


Allow me to get to the point. Are you satisfied with your current position? What would you say to leaving Motoyasu and coming to serve Harunobu instead?
Masatoyo Naitō

Requirements A merchant is visiting the fief

Hint — Betrayal can go both ways

What is the key to a successful betrayal?

Although Loyalty is an important factor in getting an officer to betray their master, the affinity between the officer and your officer carrying out the command is also important. However, as their affinity is not displayed within the Officer Information, it is not always easy to tell whether or not the two officers will get along. So you will want to keep an eye on two things when selecting an officer: Vocation and Faith. Especially if the officer's Faith is Ikko Sect or Christian, you will want to choose an officer that is of the same religion. If the Class or Faith between two officers is the same, they will be likely to share a bond of recognition, making it easier for them to trust one another, leading to a higher success rate.
You can also see how likely they are to defect during battles. For example, if Shigehide Suzuki is participating in a battle with the Honganji, no matter how high his Loyalty is, he will still likely defect 8 or 9 times out of 10. This is because both the Honganji and Shigehide Suzuki are of the Ikko Sect faith. Once you've become accustomed to getting enemy officers to defect, make sure that you keep an eye on your own officers so they don't betray you as well.

Personnel

Carry out Personnel commands involving your officers.

Governor

- Change the governor of a fief.
- Select a new governor from the officers within the fief.
- If the rank of the new governor is low, or the affinity with other officers in the fief is poor, then the other officers will be upset with the selection. If they are upset, then their Loyalty will decrease each turn.

Reward

- Give gold to your officers to raise their loyalty.
- In order for your officers' loyalty to reach 100, you may give each one up to 1,000 gold. The amount of gold you can give each officer depends on their Loyalty. The gold given to each officer will be taken from the castle the daimyō resides in.
- Select the officer you wish to give gold to (you can select more than one).

Effect ▲: Officer Loyalty ▼: Gold

Bestow

- Bestow a gift upon an officer to raise his Loyalty.
- Select the officer you wish to give the gift to and choose an item, rank or position to give him.

Effect ▲: Officer Loyalty ▼: Item / Title / Position

Confiscate

- Seize an item, rank or position from an officer.
- Select the officer you wish to confiscate something from and the item, rank or position you wish to confiscate.

Effect ▲: Item / Title / Position ▼: Officer Loyalty

Punish

- Punish an officer.
- Select the officer you wish to punish and how you wish to punish him.

Effect ▼: Officers

◉ Release

- Banish the officer from the fief.
- Officers that are released become rōnins.

◉ Execute

- Execute the officer.
- Executed officers will disappear from the game.

Marry

- Arrange for a marriage between an officer and a maiden, making the officer one of your kin.
- Select the officer and maiden to be married from the list.

Effect ▲: Officer Loyalty ▼: Maiden

Recruit

- Attempt to recruit a rōnin currently within the fief.
- The higher the officer's Politics rating, the better the chance of success. If successful, then the rōnin will be added to that fief's officers.
- Select the rōnin you wish to recruit and an officer to oversee the command.

Effect ▲ : Officers

Retire

- Retire the current daimyō and select a successor to make the new daimyō.
- You must select a successor from the daimyō's kin. If there are no members of the daimyō's kin within the castle, then you will be unable to carry out the command.
- Daimyō that retire will no longer appear within the game.

~ Hint ~ Don't forget the basics of Field Battles!

Tell me how to fight Field Battles.

In Field Battles, in addition to the main camp, there can be up to a total of 3 fortresses depending on the number of units participating in the battle. If you enter your main camp or fortresses, then you will be able to recover lost morale and troops. Also, Small Fortresses will automatically fire bows and Fortresses and Great Fortresses will automatically fire muskets at enemy units. To gain an advantage during Field Battles, it is wise to base your units' movements around these key structures.

Even if the defending side loses the Field Battle, it can supply additional troops to the Siege Battle if it has troops remaining in the castle, allowing it to make up for any troops lost in the previous battle. However, the attacking side now has to face a Siege Battle, so the key is to fight off exhaustion and achieve victory. It is important to ensure that the units' morale does not reach 0 (Routed).

If your unit is routed, then its attack and defensive capabilities will drop dramatically and it will ignore any orders given to it. If the unit has its squads eliminated (troops reaches 0), then even if it goes back to the main camp or castle, it will not be able to recover the troops for the squads it has lost. Therefore, if morale is low, then use the Rally command or try to get the unit to a fortress as soon as possible.

Additionally, by capturing enemy fortresses, your entire army's morale will increase greatly. Units that have morale of High or better can uses Skills such as Counter, Charge or Volley. At the same time, the enemy units' morale will decrease greatly, so you will be able to use Skills to route them and bring a swift end to the battle. That is why you should try and make capturing enemy fortresses your first order of business on the battlefield. For attacking enemy fortresses, the Skill [Destroy] is very useful as it will quickly lower the fortress' defenses. Even if you make a mistake, make sure that your allied fortresses do not fall to the enemy and be sure to keep an eye on the movements of all the units on the battlefield.

Culture

Introduce your officers to items of culture to raise their ability experience points. If the officer's ability experience points reach a certain level, then the ability itself will increase. By continually performing each culture activity, the abilities of the officers that participate will keep rising until they reach the value of the highest officer in the group.

Gold Required 50 gold per officer

Ceremony

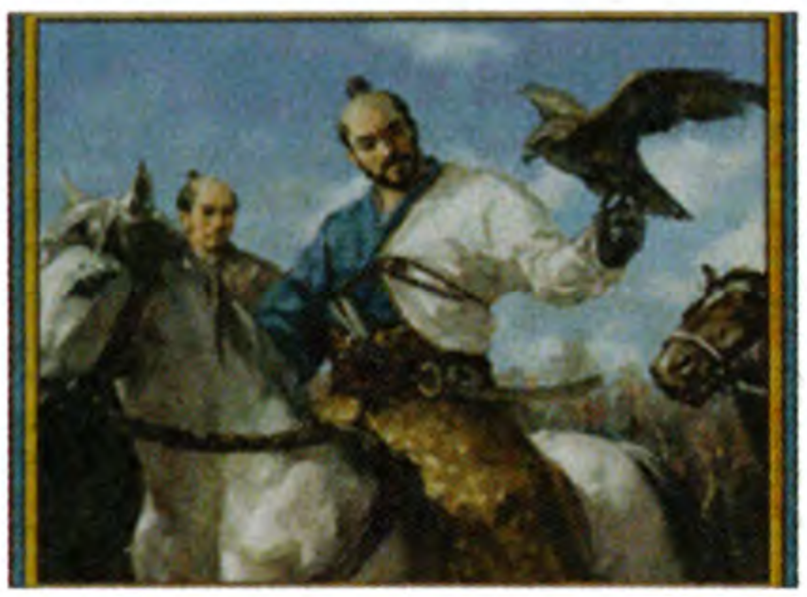
- Hold a Tea Ceremony, raising the officers' Politics experience points.
- Select an officer to participate in the ceremony (can select multiple officers).

Requirements A Tea Master is visiting the fief.

Hunt

- Hold a Hunting Party, raising the officers' Leadership experience points.
- Select an officer to participate in the party (can select multiple officers).

Requirements There is a Hunting Ground in the fief.



Poetry

- Hold a Poetry Reading, raising the officers' Intelligence experience points.
- Select an officer to participate in the reading (can select multiple officers).

Requirements A poet is visiting the fief.

Theater

- View a play, raising the officers' Charm experience points.
- Select an officer to view the play (can select multiple officers).

Requirements A Kabuki or Noh Performer is visiting the fief.

ands

ands

Info

View various types of information.

Daimyō
- View a list of information on the various daimyō

Officers
- View a list of information on the various officers

Items
- View a list of information on the various items

Positions
- View a list of information on the various positions

Fiefs
- View a list of information on the various fiefs.

Maidens
- View a list of information on the various maidens

Ranks
- View a list of information on the various ranks

Other Commands

Advance R2 button
- Ends the Strategy Commands for that turn and moves to the turn for the other daimyō.

Fief Info ● button
- Displays Fief Information

Fief Info

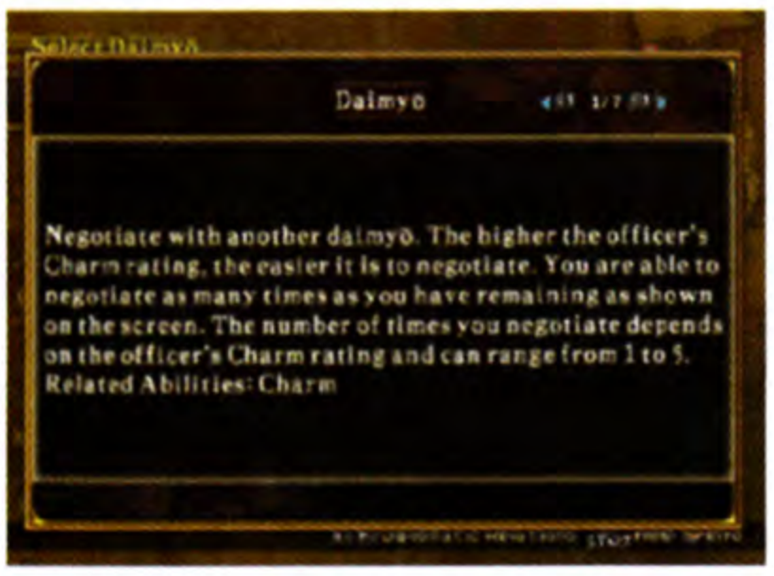
Fief Map L3 button
- Displays a map (P.17) of the fief.

Fief Map

[Main Map ◉ button
- Displays the Main Map (P.16).

Main Map

Help START button
- Displays the Help feature.


Daimyo
Negotiate with another daimyō. The higher the officer's Charm rating, the easier it is to negotiate. You are able to negotiate as many times as you have remaining as shown on the screen. The number of times you negotiate depends on the officer's Charm rating and can range from 1 to 5.
Related Abilities: Charm

Help

Menu SELECT button

- Save and load the game, adjust the game settings, etc.

Save

- Save the current game data.

*You can save up to 4 games on a single memory card (8MB)(for PlayStation®2). One save requires at least 1,764KB of free space.

Load

- Load a previously saved game and resume playing.

Options

- Adjust the game settings. You can switch pages with the L1 and R1 buttons. Select [Confirm] to save the settings and return to the game.

Message Speed	Pause / Normal / Fast	Adjust the speed at which the messages are displayed. Selecting [Pause] requires you to press a button in order to proceed to the next message.
Cursor Speed	Slow / Normal / Fast	Adjust the speed of the cursor.
View Battles	On / Select / Off	Select whether you wish to view your own army's battles. Choosing [Select] enables you to choose before each battle whether you wish to view it or not.
Pause Orders	Off / On	Whether you want the game to pause when you give orders to your units or not.
Battle Speed	Slow / Normal / Fast	The speed at which battles progress.
Vibration	On / Off	Turn the vibration function on and off.
Sound	Stereo / Mono	Choose whether you want to listen to the game in Stereo or Mono sound.
BGM Volume	0 - Max	The volume of the background music within the game.
SE Volume	0 - Max	The volume of the sound effects within the game.
Voice Volume	0 - Max	The volume of the voices within the game.
Screen Adjust		Adjust the positioning of the game screen and the brightness of your television.

*Default settings in red text.

Help

- Displays the Help function.

Quit

- Exit the game and return to the Title Screen.

Autoplay

- Turn control of the game over to the computer.

~ Hint ~ *Learn the basics of Siege Battles and master the art of war!*

Please tell me how to fight Siege Battles.

In order to attack the final objectives of the enemy commander or main keep, you should consider not only the enemy units, but also the ditches, gates, walls, towers and other items protecting the castle when thinking of your strategy. The time limit is only 30 days. Especially when coming off of a Field Battle, the time remaining is quite short. Additionally, from the beginning, the defending side's morale is High, meaning they can use Skills. Towers are located at key points around the castle and serve the same purpose as fortresses do in Field Battles. Since the attacking side starts out at a disadvantage in regards to morale, they should make an effort to take the enemy towers, which is a key point in winning Siege Battles.
You should split your army into two units: one to meet the enemy and one to guard the main camp. If you leave your main camp undefended, then the enemy will try to take advantage of that to bring a quick end to the battle. Within the castle and fief, the roads can be quite narrow, so it is useful to group units by type, so that they may travel at the same speed and make it easier to march. By destroying structures, you can obtain gold, food and items. In order to use things like Rally, which use large amounts of food, it is a good idea to destroy paddies and other similar structures in order to increase your food stores. However, if you only destroy these items, then you will run out of time and it will be more difficult to rebuild the fief if you manage to take it.

Battles

When you invade another daimyō's fief, or when they invade one of yours, the game switches to the Battle Phase.

Field Battles & Sieges

- Battles are made up of Field Battles and Siege Battles.
- To invade another fief, use the Military command [Invade] (P.34). The preparations for when you are attacked are the same as for when you invade another fief.

Field Battles

- If the defending side chooses to meet the attackers in battle, then the battle will start off as a Field Battle.
- If the watchtower (P.28) is destroyed, the defending side cannot choose to participate in a Field Battle.
- Give orders to your units to attack the enemy. To give orders to your units, use the Battle Commands.
- If the Victory Conditions are met, or the time limit (max 30 days) elapses, the Field Battle will end.

Damn you, Harunobu Takeda! I will not let you set foot on my land. I dare you to even try!
So Kagetora Nagao has set out to meet us in battle. How interesting... Let's go and crush them where they stand!

Siege Battles

- If the defending side chooses not to meet the attackers in battle, or if the attacking side wins the Field Battle, then the battle will progress to a Siege Battle.
- As with Field Battles, give orders to your units to attack the enemy. To give orders to your units, use the Battle Commands.
- If the Victory Conditions are met, or the time limit (max 30 days) elapses, the Siege Battle will end.

Those that trespass on my territory are lucky to escape with their lives! Let's go and make this land serve as their graves!
Nagamasa Azai has Odani Castle well defended... It will not be easy to bring it down. We should take our time in executing this attack.

Victory Conditions

By fulfilling the Victory Conditions, the Field Battle/Siege Battle will end.

Field Battle

Occupy the enemy main camp

Defeat the enemy commander, force him to retreat or have him defect

*If you defeat the enemy commander or have him defect, the enemy's food will be added to your army.

- If you achieve either of these conditions, you will win the battle.
- If the attacking side wins, they will be given the choice of continuing on to a Siege Battle, or ending the battle.
- If the defending side wins, the battle will end.

Siege Battle

Occupy the enemy main camp/main keep

Defeat the enemy commander, force him to retreat or have him defect

*If you defeat the enemy commander or have him defect, the enemy's food will be added to your army.

- If you achieve either of these conditions, you will win the battle.
- If the attacking side takes the defending side's main keep, or if the defending side takes the attacking side's main camp, the battle will be over.
- If the attacking side wins, then the castle (fief) will fall under the control of the attacking side.

Dealing With Prisoners

- After winning a Field or Siege Battle, you must decide what to do with any prisoners.

Execute	Execute the enemy officer. Officers that are executed will no longer appear in the game.
Employ	Employ the enemy officer. Some officers will refuse to join you.
Release	Release the enemy officer. The officer will either return to their former daimyō or will become a rōnin.

Battle Flow

Giving orders to your units

- Field and Siege Battles play out in real-time, meaning time progresses automatically.
- 1 officer = 1 unit when going to battle.
- Using the Field Battle / Fief Map or the Unit Icon, select a unit to give orders to and then give it an objective. The unit will automatically carry out its objective to move, attack (enemy unit), destroy (enemy structure) or enter (allied structure).
- For officers that know Skills, you can use the Battle Commands (P.50) to give them special orders.

Stopping the flow of time (Pause)

- By pressing the START button, you can stop the flow of time.
- You can still give orders while the game is paused. If you press the START button again, then the game will resume. You can set how fast time flows by choosing Battle Speed (P.45) under the Options menu. Also, you can choose to stop the flow of time when giving orders.
- As time progresses, the unit will attempt to carry out its orders. Be sure to keep an eye on it as it moves or attempts to attack the enemy.
- Depending on the battle conditions, you may want to change the objective or the Battle Commands.

Losing Morale

- If one of your units is attacked by the enemy, its morale and number of troops will decrease.
- You can regain morale and troops by entering a main camp, fortress, main keep or tower. However, if you do not have any food left, then you cannot recover morale or troops. If your morale reaches 0, then the unit will be routed and ignoring all orders, will retreat to the nearest fortress, etc. If the unit's number of troops reaches 0, then the unit will be destroyed.

~ Hint ~ *I can't use Skills!*

Even though I defeated the enemy fortress, I still can't use Skills! Why?!

Only units that have morale at High or better can use Skills. Even if you defeat an enemy fortress, if the unit was attacked by the enemy and had its morale lowered, then the morale may not be high enough to use Skills. Even if you defeat one fortress, if the enemy captured one of your fortresses, then your morale will only rise to Normal. Be sure to capture more fortresses than your enemy and raise morale to High in order to be able to use Skills.

Fortresses & Towers

Placement

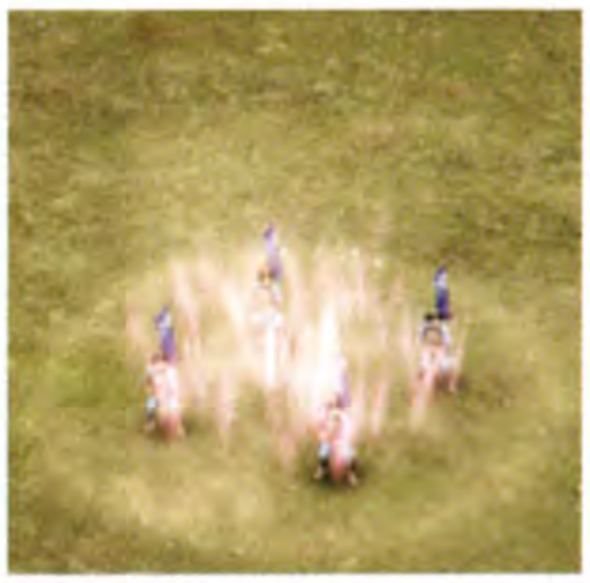
- Depending on the number of units participating in a Field Battle, the number of fortresses will vary from 0-3.

Units	1-2	3-4	5-6	7 or more
Fortresses	0	1	2	3

The units will automatically be placed in groups of 1 to 3 at the main camp and each fortress. In Siege Battles, the towers will be set from the beginning. If a unit enters a tower or fortress, then it will be more difficult for the tower or fortresses' HP to drop when attacked.

Raising Morale

- By capturing fortresses during Field Battles, and towers during Siege Battles, the morale of allied units will increase and the morale of enemy units will decrease. If your unit's morale is at High, but you lose a fortress or tower to the enemy, then it will return to Normal. When morale is at High, you will be able to use the Battle Command [Skills] to unleash powerful attacks on the enemy and turn the tide of battle in your favor in an instant. All of this makes fortresses in Field Battles and towers in Siege Battles an important part of any strategy.



Morale is rising!

Unit Recovery

- If one of your units enters an allied fortress/tower (including those taken from the enemy), then their morale and number of troops will increase as long as they stay there. You can recover up to a max of 200 troops per squad. Squads that were destroyed cannot recover troops.

Fortress

- Depending on the fief's Foreign rating, there are 3 levels of fortresses.
- The better the fortress, the more HP and recovery power it has.

Type	Necessary Foreign Rating
Small	0
Fortress	300
Large	600

Small | Fortress | Large

Tower

- Depending on the fief's Commerce rating, there are 4 levels of towers.
- The better the tower, the more HP and recovery power it has.

Type	Necessary Commerce Rating
Small Tower	0
Tower	20,000
Great Tower	30,000
Keep	40,000

Small Tower | Tower | Great Tower | Keep

Hint — What determines the type of fortress?

Which fief's Foreign rating affects the fortresses in Field Battles?

The type of fortress depends on the commanding officer's home fief for the attacking side, and the fief that is being attacked on the defending side. Fortresses and Great Fortresses have high HP and can also attack with muskets, making them very useful for defense. For castles and main bases that are easy to attack, it is important to increase the fief's Culture rating as much as possible.

Unit Abnormal Status

- During a Field or Siege Battle, if the unit's morale reaches 0, or if the enemy attacks the unit with a special attack, then the unit may suffer from abnormal status effects.

Routed

If the unit's morale reaches 0, then it will be Routed. It will not listen to orders given to it and it will retreat to the nearest main camp, main keep, fortress or tower. Once it has remained in the main camp, main keep, fortress or tower for a time and recovered morale, it will return to battle. Units will not recover morale automatically out in the open.

A routed unit

Confused

If the enemy uses Confuse (P.50) on your unit, or if it is attacked by muskets or cannons, then it will become Confused. It will be unable to move and will not follow orders. If you capture an enemy fortress or tower, or if an allied unit uses the Calm (P.51) skill, then they will return to normal. Also, they will recover after a set amount of time has passed.

A confused unit

Enraged

If the enemy uses Taunt (P.51) on your unit, then it will become Enraged and will try to attack the enemy unit that used the skill. It will not follow orders and will keep chasing after the enemy unit. If you capture an enemy fortress or tower, or if an allied unit uses the Calm (P.51) skill, then they will return to normal. Also, it will recover after a set amount of time has passed.

An enraged unit

Destroying Structures

- If the attacking side in a Siege Battle sets its objective as an enemy structure, then it will move to destroy that structure.
- By destroying enemy structures, you can obtain gold, food or items. Additionally, it will lower the fief's Agriculture, Commerce, Culture and Foreign ratings, thereby weakening the development of the fief. The defending side can select fields or paddies with the ⊗ button and destroy them to raise emergency troops if need be.

Weather Conditions

- As the day goes on, the weather may change over the course of the battle.
- In the rain and snow, musket, dragoon, cannon and fieldgun units will be unable to fire, and when the battlefield is covered in snow, it will slow down the marching speed of your units.
- Also, it is easier for your unit's morale to decrease when the weather is poor.

~ Hint ~ *It's cold out here! Morale is dropping!*

What should I do when it keeps snowing and morale is decreasing?

If you place the unit within a fortress or tower, then its morale will stop decreasing. If your officer is from a territory that gets a lot of snow (not including created officers), then that officer's unit's morale will not decrease as much. When the game starts, it is good to put as many officers from the Tohoku and Hokuriku regions into your armies as possible.

Battle Commands

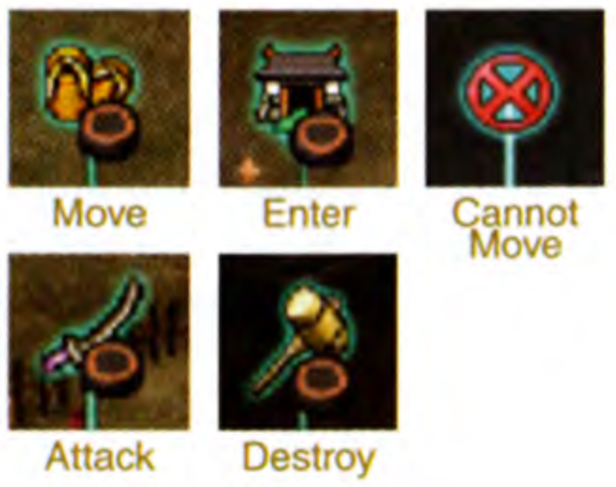
These are commands that you can issue during Field and Siege Battles.

Executing Battle Commands

- Time in Field and Siege Battles flows automatically. Commands other than Move/Attack, Betray, Pause and Fief Map (Unit Info) can be displayed with the ■ button. Depending on the situation, you can use the Battle Commands to give officers new orders. Select a unit directly from the Field/Siege Battle Map (left analog stick + ✕ button), or with the unit icon (directional buttons), and then select a command (left analog stick). You can also press the START button to pause the game and issue Battle Commands.
- Confuse, Challenge, Calm and Rally all have effective areas. Any unit within the area will be affected. The higher the officer's Intelligence ability, the larger the effective area will be.

Move / Attack

- Select a unit and press the ● button to set its objective.
- If there is nothing there, then the unit will Move, if there is an enemy unit, it will Attack, and if there is a fortress, tower, structure or castle there, it will Destroy. Depending on the type of objective, the object used for the cursor will change.



*If you select a structure (main camp, fortress, main keep or tower) that you can enter, the unit will enter the structure.
*Bow, Musket, Rifle, Dragoon, Cannon and Fieldgun units will give preference to their projectile attacks. However, if it is raining or snowing, then only Bow and Rifle units will be able to fire.

Skills

- Use Skills to attack the enemy.
- Only officers whose morale is at High or better can use Skills (P.13) in battle.

Counter — The unit will automatically counterattack when attacked. Only spear (pike) units that know the skill [Counter 1-3] can use this command.

Charge — A powerful charge against the enemy. Only horse, cavalry and dragoon units that know the skill [Charge 1-3] can use this command.

Volley — Unleash a coordinated attack on the enemy. Compared to a normal attack, the reload time is much quicker. Only bow, musket and rifle units that know the skill [Volley 1-3] can use this command.

Retreat

- Force the unit to retreat from battle.
- If the commander retreats, then the battle will be lost. Officers that retreat will return to the fief that they marched from.

Confuse

- Confuses the enemy unit, making them unable to do anything.
- Only officers that have morale of High or better and know the Skill [Confuse] (P.13) can use this command.

Auto/Manual

- Entrust control of the officer to the computer or place it back under your control.

Taunt

- Taunt an enemy unit, forcing it to come attack your unit.
- Only officers that have morale of High or better and know the Skill [Taunt] (P.13) can use this command.

Calm

- Heal a nearby unit that has been confused or taunted by the enemy.
- Only officers that know the skill [Calm] (P.13) can use this command.

Rally

- Raise the morale of a nearby unit.
- Each use requires 1,000 food.
- Only officers that know the skill [Rally] (P.13) can use this command.

Enter

- Order the unit to enter the nearest fortress, tower, main camp or main keep. Units that enter these structures will recover morale and troops.

Betray

- Have an enemy unit that has previously agree to betray their side defect to your army.
- You will need to secure a promise from the officer to betray before the battle by using the Tactics command [Betray] (P.40). Officers that have agreed to defect will be displayed in blue by the Unit Icon. If the commander agrees to betray their side, then the battle will be over. Select the unit that has agreed to defect from the Field/Siege Battle Map and press the ◎ button.

Betray

~ Hint ~ Watch the game unfold automatically

How do I enter and exit Autoplay?

In order to use Autoplay, you must have already started a game and have selected a Daimyo. Before running Autoplay, if you do not want to watch the CPU vs CPU battles, press the SELECT button, go into the Options menu, and set View Battles to Off. To activate Autoplay, press the SELECT button, then choose Autoplay and press the X button.

To exit Autoplay, at the Map of Japan screen, press the START button while Autoplay is scrolling through the Daimyo. You can resume control of the game once all of the fiefs take their turns during a season. Upon exiting from Autoplay, you have the option to control any Daimyo of your choice. Note that you cannot exit Autoplay during battles, so it is best to turn "View Battles" to Off beforehand if you wish to resume control of the game at some point.

Pause START button

- Stop the flow of time. You can still issue Battle Commands while the game is paused.
- However, the effects of the commands will not happen until the game is unpaused.

Menu SELECT button

- Bring up the menu containing the game settings, etc.

View Reports View a list of messages that have appeared during battle.

Army Info View the information about both the attacking and defending armies.

Options Adjust the game settings (P.45).

Help View the help function.

Quit Exit the game and return to the Title Screen.

Unit Info (Fief Map) L3 button

- Displays the unit information and the fief map.
- View the information and location for each unit. If you select a unit or location, then it will be displayed in the center of the screen.

Online Product Registration

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http://registration.koei.com

WARRANTY

90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this game DVD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game DVD, at its option, free of charge.

To receive this warranty service:

1. Send in the attached Registration Card or register your game online at http://registration.koei.com.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game DVD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at **(650) 692-9080**, between the hours of 9:30 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.
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SAMURAI WARRIORS 2

Xtreme Legends

BACK WITH A VENGEANCE
MARCH 2008

PlayStation.2

TEEN
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Mild Language
Violence
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